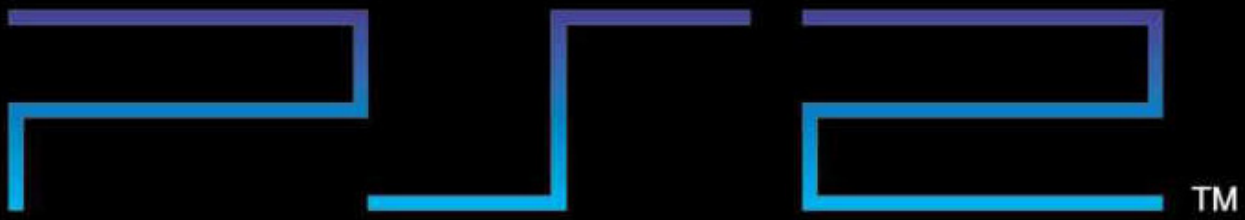

THE PlayStation®2 Encyclopedia

vol.01

#–D

copy/paste:
DaddaRuleKonge
2018

DaddaRuleKonge

This is book is made for people who collect for, or are interested in, the PlayStation 2. I made this book cause` I like to catalogue and categorize stuff, and to learn more about the system. But I am also a small time collector of the system (though the original PlayStation are (was) my primary collection).

If you are annoyed, or the owner of some of the content i used in this book, send an email to me: sennep@hotmail.com.

Similar books/PDF`s in the same format are books on NES, SNES, PSX, SMS, N64, Game&Watch, NeoGeo, including several other book in the same vein, from TMNT toys to Point and Click games.
http://daddarulekonge.itch.io/
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Reference Guide

These are web sites that i use a lot for pictures/screenshots, reference and much of the information. If I have not used wikipedia on a game description, then I have tried to credit it at the bottom of the text.

I can recommend all of these websites, as they are very informative and fun to look through. If you are the owner of one of these sites and feel that i have done you wrong, then please send me an e-mail and i will make the necessary change to your wish.

GameFAQs

"Founded in 1995, GameFAQs has over 40000 video game FAQs, Guides and Walkthroughs, over 250000 cheat codes, and over 100000 reviews."

• Used for mostly the cover art and the review score

A giant database consisting of most games released with information, faqs and pictures.

http://www.gamefaqs.com/

Moby Games

"Metacritic aggregates music, game, tv, and movie reviews from the leading critics. "

• Used for the review score

A site that collects review scores from several review sites and user scores. A good site to get a unbiased review of a product.

http://www.metacritic.com/

Moby Games

"MobyGames is the oldest, largest and most accurate video game database for games of every platform spanning 1979-2014."

• Used for info and some pictures

A good site for information and pictures on much of the games released.

http://www.mobygames.com/

The PlayStation DataCenter!

"This site wants to be the most complete playstation one games database in the web, we got covers, screenshots, cheats, controls, game saves, descriptions, etc."

• Used for info

A giant database of information and pictures on most Ps1 & a good deal of Ps2 games. This is probably the most important tool in collecting for the PlayStation.

https://psxdatacenter.com

IGN

"IGN is your #1 destination for all video game news, expert reviews, and walkthroughs."

• Used for info a few places

It's IGN... It is what it is...

https://nordic.ign.com/

hardcoregaming101

"Our reviews and in-depth features explore all aspects of gaming. We started in 2009, with thousands of articles"

• Used for info a few places

A great site with a lot of in-depth articles about a lot of unknown game series. Highly recommended for a fun and interesting read.

http://www.hardcoregaming101.net/

demo pals

"features collector's resources to Nirvana records, survival horror games, PAL PlayStation demos, and Tomb Raider promos"

• Used for info info and pictures on some demo's

A detailed site which includes information and pictures on different demos.

https://crimson-ceremony.net/demopals/index.php

10min Gameplay

• Used for pictures

A gigantic youtube channel that show a huge amount of gameplay videos from several different consoles.

https://www.youtube.com/channel/UCzjc5uyPodS9U9E4tpNRUw

kireev20000

"Welcome to my channel. I enjoy playing both retro and modern games. Subscribe!!"

• Used for pictures

A great dailymotion.com user that made a lot of hig-def videos showcasing gameplay videos for several Japanese games.

https://vk.com/sugarmind

Wazap!

• Used for some Japanese video game ratings

Wazap! is a vertical search engine, video game database and social networking site to distribute gaming news, rankings, cheats, downloads and reviews. It indexes gaming sites and categorizes the information as news, reviews, cheats, downloads, previews and articles.

https://jp.wazap.com/

Games of All Generations in HQ\HD Jr

"Welcome to my channel. I enjoy playing both retro and modern games. See playlist section for more games. Subscribe!!

PS. Gameplay vids were captured to show game mechanics not my skill at playing particular titles - keep that in mind while watching."

• Used for pictures

https://www.youtube.com/user/RetronyashJr/

PlayStation 2

"Wikipedia"

The PlayStation 2 (PS2) is a home video game console that was developed by Sony Computer Entertainment. It is the successor to the PlayStation and is the second installment in the PlayStation lineup of consoles. It was released on March 4, 2000, in Japan; October 26, 2000, in North America; November 24, 2000, in Europe; and November 17, 2000, in Australia. It competed with Sega's Dreamcast, Microsoft's Xbox, and Nintendo's GameCube in the sixth generation of video game consoles.

Though Sony has kept details of the PlayStation 2's development secret, work on the console began around the time that the original PlayStation was released (in late 1994). By 1997 word had leaked to the press that the console would have backwards compatibility with the original PlayStation, a built-in DVD player, and Internet connectivity. Sony announced the PS2 on March 1, 1999. The video game console was positioned as a competitor to Sega's Dreamcast, the first sixth-generation console to be released, although ultimately the main rivals of the PS2 were Nintendo's GameCube and Microsoft's Xbox. The Dreamcast itself launched very successfully in North America later that year, selling over 500,000 units within two weeks.

Soon after the Dreamcast's North American launch, Sony unveiled the PlayStation 2 at the Tokyo Game Show on September 20, 1999. Sony showed fully playable demos of upcoming PlayStation 2 games including Gran Turismo 2000 (later released as Gran Turismo 3: A-Spec) and Tekken Tag Tournament – which showed the console's graphic abilities and power.

The PS2 was launched in March 2000 in Japan, October in North America, and November in Europe. Sales of the console, games and accessories pulled in $250 million on the first day, beating the $97 million made on the first day of the Dreamcast. Directly after its release, it was difficult to find PS2 units on retailer shelves due to manufacturing delays. Another option was purchasing the console online through auction websites such as eBay, where people paid over a thousand dollars for the console. The PS2 initially sold well partly on the basis of the strength of the PlayStation brand and the console's backward compatibility, selling over 980,000 units in Japan by March 5, 2000, one day after launch. This allowed the PS2 to tap the large install base established by the PlayStation – another major selling point over the competition. Later, Sony added new development kits for game developers and more PS2 units for consumers. The PS2's built-in functionality also expanded its audience beyond the gamer, as its debut pricing was the same or less than a standalone DVD player. This made the console a low cost entry into the home theater market.

The success of the PS2 at the end of 2000 caused Sega problems both financially and competitively, and Sega announced the discontinuation of the Dreamcast in March 2001, just 18 months after its successful launch. The PS2 remained as the only active sixth generation console for over 6 months, before it would face competition from newer rivals; Nintendo's GameCube and Microsoft's Xbox, which were then released. Many analysts predicted a close three-way matchup among the three consoles; the Xbox having the most powerful hardware, while the GameCube was the least expensive console, and Nintendo changed its policy to encourage third-party developers. While the PlayStation 2 theoretically had the weakest specification of the three, it had a head start due to its installed base plus strong developer commitment, as well as a built-in DVD player (the Xbox required an adapter, while the GameCube

lacked support entirely). While the PlayStation 2's initial games lineup was considered mediocre, this changed during the 2001 holiday season with the release of several blockbuster games that maintained the PS2's sales momentum and held off its newer rivals. Sony also countered the Xbox by temporarily securing PlayStation 2 exclusives for highly anticipated games such as the Grand Theft Auto series and Metal Gear Solid 2: Sons of Liberty.

Sony cut the price of the console in May 2002 from US$299 to $199 in North America, making it the same price as the GameCube and $100 less than the Xbox. It also planned to cut the price in Japan around that time. It cut the price twice in Japan in 2003. In 2006, Sony cut the cost of the console in anticipation of the release of the PlayStation 3.

Sony, unlike Sega with its Dreamcast, originally placed little emphasis on online gaming during its first few years, although that changed upon the launch of the online-capable Xbox. Coinciding with the release of Xbox Live, Sony released the PlayStation Network Adapter in late 2002, with several online first–party titles released alongside it, such as SOCOM: U.S. Navy SEALs to demonstrate its active support for Internet play. Sony also advertised heavily, and its online model had the support of Electronic Arts (EA); EA did not offer online Xbox titles until 2004. Although Sony and Nintendo both started out late, and although both followed a decentralized model of online gaming where the responsibility is up to the developer to provide the servers, Sony's moves made online gaming a major selling point of the PS2.

In September 2004, in time for the launch of Grand Theft Auto: San Andreas, Sony revealed a newer, slimmer PS2. In preparation for the launch of the new models (SCPH-700xx-9000x), Sony stopped making the older models (SCPH-3000x-500xx) to let the distribution channel empty its stock of the units. After an apparent manufacturing issue – Sony reportedly underestimated demand – caused some initial slowdown in producing the new unit caused in part by shortages between the time the old units were cleared out and the new units were ready. The issue was compounded in Britain when a Russian oil tanker became stuck in the Suez Canal, blocking a ship from China carrying PS2s bound for the UK. During one week in November, British sales totalled 6,000 units – compared to 70,000 units a few weeks prior. There were shortages in more than 1,700 stores in North America on the day before Christmas.

Even with the release of its successor, the PlayStation 2 remained popular well into the seventh generation and continued to be produced until January 4, 2013, when Sony finally announced that the PlayStation 2 had been discontinued after 13 years of production – one of the longest runs for a video game console. Despite the announcement, new games for the console continued to be produced until the end of 2013, including Final Fantasy XI: Seekers of Adoulin for Japan, Pro Evolution Soccer 2014 for North America and Europe, and FIFA 14 for Brazil.

The PlayStation 2 has sold over 150 million units worldwide as of March 31, 2012. In Europe, it has sold 48 million units as of May 6, 2008, according to Sony Computer Entertainment Europe, while in North America, it has sold 50 million units as of December 2008. In Japan, the PS2 has sold 21,454,325 units as of October 1, 2008, according to Famitsu/Enterbrain. In 2005, the PlayStation 2 became the fastest game console to reach 100 million units shipped, accomplishing the feat within 5 years and 9 months from its launch.

Hardware

PlayStation 2 software is distributed on CD-ROM and DVD-ROM. In addition the console can play audio CDs and DVD movies, and is backwards compatible with PlayStation games. The PS2 also supports PlayStation memory cards and controllers, although original PlayStation memory cards only work with original PlayStation games and the controllers may not support all functions (such as analog buttons) for PS2 games.

The standard PlayStation 2 memory card has an 8 MB capacity. There are a variety of non-Sony manufactured memory cards available for the PlayStation 2, allowing for a memory capacity larger than the standard 8 MB.

The console also features USB and IEEE 1394 (Firewire) expansion ports. A hard disk drive can be installed in an expansion bay on the back of the console, and is required to play certain games, notably the popular Final Fantasy XI. This is only available on certain models.

The hardware uses the Emotion Engine CPU, a custom-designed processor based on the MIPS architecture with a floating point performance of 6.2 GFLOPS, and the custom-designed Graphics Synthesizer GPU, with a fillrate of 2.4 gigapixels/second, capable of rendering up to 75 million polygons per second. When accounting for features such as light-

ing, texture mapping, artificial intelligence, and game physics, it has a real-world performance of 3 million to 16 million polygons per second.

The PlayStation 2 may natively output video resolutions on SDTV and HDTV from 480i to 480p while other games, such as Gran Turismo 4 and Tourist Trophy are known to support up-scaled 1080i resolution using any of the following standards: composite video (480i), S-Video (480i), RGB (480i/p), VGA (for progressive scan games and PS2 Linux only), YPBPR component video (which display most original PlayStation games in their native 240p mode which most HDTV sets do not support), and D-Terminal. Cables are available for all of these signal types; these cables also output analog stereo audio. Additionally, an RF modulator is available for the system to connect to older TVs.

Digital (S/PDIF) audio may also be output by the console via its TOSLINK connector which outputs 5.1 channel sound.

PlayStation 2 Expansion Bay

The PlayStation 2 Expansion Bay is a 3.5" drive bay introduced with the model 30000 and 50000 PlayStation 2 (replacing the PCMCIA slot used in the models 10000, 15000, and 18000, and no longer present as of the model 70000) designed for the network adaptor and internal hard disk drive (HDD). These peripherals enhance the capabilities of the PS2 to allow online play and other features that were shown at E3 2001.

Network Adaptor

The Network Adaptor was released together with the launch of the PlayStation 2 Network Play service. Two models of the adapter were available - one with a dial-up modem and an Ethernet jack for broadband Internet connection (sold in North America), and one with only an Ethernet interface (sold in Europe and other regions). A start-up disc ("Network Access Disc") is included with the Network Adaptor and installs a file on the memory card for connection settings which are accessible by all but one Network Adaptor compatible game. Tony Hawk's Pro Skater 3 was released in November 2001 and supported the Network Adaptor hardware, but not the software as it was not finalized until much later.

The Network Adaptor also provides a Parallel ATA interface and a Molex disk drive power connector to allow installation of a 3.5 in IDE hard disk drive in the expansion bay. As the two disk connectors are on separate circuit boards from the main Network Adapter one, third party connector replacements including a SATA connector and SATA to IDE converter are available.

Slimline PlayStation 2 models have an ethernet port built-in, but no official hard disk drive interface. However, the first slimline model (SCPH-70000) has a complete Network Adapter onboard (including an analog modem in the earliest North American models), and may be modified to add an external IDE connector board. From the SCPH-75000 series onwards, Ethernet functionality was integrated into the I/O Processor (which was completely internally redesigned), completely removing the disk interface.

The maximum supported rate is 100Mbit/s, at full duplex. It is also backwards compatible with 10Mbit/s hardware and configurations.

PlayStation 2 online functionality

Selected games on Sony's PS2 offer online gaming or other online capabilities. Games that enable the feature provide free online play through the use of a broadband internet connection and a PlayStation 2 Network Adaptor. Since the service has no official name, it is sometimes referred as either PS2 Network Play, PS2 Network Play, PS2 Network Gaming, or PS2 Online.

The service was launched in July 2001 in Japan, August 2002 in North America, and in June 2003 in Europe. On "slimline" models, a network adapter is integrated into the hardware. Some games also allowed online gameplay using a dial-up connection (not available on all models), or LAN play by connecting two network adapters/slimline consoles together directly with an Ethernet cable or through the same router network.

Instead of having a unified online service like SegaNet, online multiplayer on the PS2 was the responsibility of the game publisher and was run on third-party servers. However, later PS2 online games required the console to be authorized through Sony's Dynamic Network Authentication System (DNAS) before connecting to the server. Unofficial servers also exist which could be connected by setting up the DNS settings to connect to an unofficial DNS server. Most recent PS2 online games have been developed to exclusively support broadband internet access.

The last official online server, which was for Final Fantasy XI, was ultimately shut down on March 31, 2016, with the DNAS following it a couple of days later on April 4, indirectly shutting down the majority of remaining unofficial servers, with the exception of ones that supports the non-DNAS PS2 titles such as Tribes AA, ones on fan created servers such as the still popular Call of Duty 2: Big Red One and the one remaining game on its official servers Call of Duty 3 (requires a DNAS workaround to connect)

Released in 2002, Final Fantasy XI is the first ever console game to offer cross-platform play, connecting PlayStation 2 and personal computer. SOCOM: U.S. Navy SEALs, released in August of the same year, was one of the first video games that allowed voice chat on a console.

Over time, most game servers have been shut down. However, a computer program called XLink Kai allows users to achieve online play for some PS2 games by using a network configuration that simulates a worldwide LAN; because of this only games with LAN functionality may be played in this way.

Hard disk drive

The PlayStation 2 Hard Disk Drive (PS2 HDD) requires the Network Adaptor to connect to the PlayStation 2 and to receive power. The HDD has a 40 GB capacity that can be used by games to reduce load time by putting data on the hard drive temporarily, or back up memory card data. Due to MagicGate copyright protection, programs that are bootable directly from the HDD (e.g. PlayStation Broadband Navigator, PlayOnline Viewer, Pop'n Music Puzzle-dama Online) are keyed to the system when that system installs them. The HDD can be transferred to another PlayStation 2 system and files on the HDD can be accessed, but those specific programs cannot be booted without being reinstalled. Contrary to popular belief, a complete reformat of the HDD is not necessary upon transfer of the HDD between consoles, or else it would not be useful to have the HDD be preformatted and have preinstalled software, as is the case with the North American HDD unit. An HDD Utility Disc is included to allow maintenance of the HDD (including defragmentation, disk repair and formatting utilities, along with a file manager browser) and in North America, Final Fantasy XI is also included. There are 35 North American games that support the HDD.

North American releases with HDD support

• *ESPN NFL 2K5, NBA 2K5, ESPN College Hoops 2K5, ESPN MLB 2K5,* and *ESPN NHL 2K5* use the HDD to improve replays. (If the HDD is not installed, static screenshots are shown as replays. With the HDD, full cutscene-like replays can be displayed). ESPN NHL 2K5 has the ability to save files directly to the hard drive
• *Final Fantasy XI* is the only North American game truly dependent on the HDD as it requires various patches and upgrades from Square Enix.
• *Metal Saga* installs 1.7 GB to the HDD to decrease load time and uses the HDD to save/load game instead of Memory Card
• *MLB 2K6, 2K7, 2K8, 2K9, 2K10, 2K11* and *2K12* support saving to the HDD as well as the automatic installation of data for faster loading.(2K sports titles up to the *2K9* versions (except *College Hoops*, where it only applies to *2K6, 2K7* and *2K8* versions since there is no *2K9*), also use the HDD to display recorded replays from game action. Without it, stills are shown in NBA games (during halftime and the end of the game) and no end-of-inning replays are shown in MLB.)
• *NBA 2K6, 2K7, 2K8, 2K9, 2K10, 2K11* and *2K12* support saving to the HDD as well as the automatic installation of data for faster loading.
• *NHL 2K6, 2K7, 2K8, 2K9* and *2K10* support saving to the HDD.
• *RPG Maker 3* installs 3 GB to the HDD to decrease load times.
• *Resident Evil Outbreak* (both, the original game and File #2) installs 1 GB to the HDD for reduced loading times.
• *SOCOM 3: U.S. Navy SEALs* supports additional maps, downloadable via the in game "Socom Store".
• *SOCOM II: U.S. Navy SEALs* supports additional maps, however the files must be copied from a magazine demo disc to the hard drive and cannot be downloaded.
• *SOCOM: U.S. Navy SEALs Combined Assault* supports additional maps.
• *Street Fighter Alpha Anthology,* like its Japanese counterpart, can install 2 GB to the HDD to reduce loading time.
• *The Urbz: Sims in the City* recognizes when the HDD is installed and allows data to be saved directly to it. Also uses a 512 MB "__tmp" Partition to cache Game Files to speed up load times.
• *The Sims 2* recognizes when the HDD is installed and allows data to be saved directly to it. Also uses a 512 MB "__tmp" Partition to cache Game Files to speed up load times.
• *Network Access Disc*

• *SOCOM 3: U.S. Navy SEALs* supports additional maps, downloadable via the in game "Socom Store".
• *SOCOM II: U.S. Navy SEALs* supports additional maps, however the files must be copied from a magazine demo disc to the hard drive and cannot be downloaded.
• *SOCOM: U.S. Navy SEALs Combined Assault* supports additional maps.
• *Street Fighter Alpha Anthology,* like its Japanese counterpart, can install 2 GB to the HDD to reduce loading time.
• *The Urbz: Sims in the City* recognizes when the HDD is installed and allows data to be saved directly to it. Also uses a 512 MB "__tmp" Partition to cache Game Files to speed up load times.
• *The Sims 2* recognizes when the HDD is installed and allows data to be saved directly to it. Also uses a 512 MB "__tmp" Partition to cache Game Files to speed up load times.
• *Network Access Disc*

Japanese releases with HDD support

• *A Ressha de Ikou 2001 Perfect Set (A-Train 2001 + Train-Pack)* installs 256 MB to the HDD, and the Train-Pack installs an additional 14 MB.
• *Ace Combat 4* installs 1 GB to speed up load times.
• *Aero Dancing 4* uses the HDD for save games and as a cache for game files to decrease load times.
• *Age of Empires II: The Age of Kings* installs 128 MB to speed up the game, so it no longer "Freezes" in game to load the needed data from the Game CD-ROM.
• *AirForce Delta Blue Wing Knights* installs 1024 MB to reduce load times.
• *All Star Pro-Wrestling II* installs 128 MB to reduce load times.
• *Beatmania IIDX 5th Style* can cache song files to the HDD to reduce load times. In addition, using HDD caching will enable a bonus gameplay mode.
• *Biohazard Outbreak* (Both File 1 and File 2) installs 1 GB to the HDD for reduced loading times.
• *Bomberman Kart*, has downloadable content with new tracks to install on HDD.
• *Capcom vs. SNK 2* installs to the HDD to reduce load times and allows the game to be saved to and loaded from the HDD instead of a Memory Card.
• *Beni no Umi 2 (Crimson Sea 2)* installs 256 MB to reduce load times.
• *Dark Chronicle (aka Dark Cloud 2)* installs a 1,536 MB file to the HDD to reduce load times. The Asia version also supports the HDD (most Asia versions of games have HDD support removed).
• *Vampire: Darkstalkers Collection* installs 1 GB to speed up load times.
• *Dirge of Cerberus: Final Fantasy VII* requires the hard drive for online play. The game uses Square-Enix's Play-Online service, which needs the hard drive so users can install *the online interface.*
• *Final Fantasy X (and Final Fantasy X International)* in-

stalls a 1,664 MB file to the HDD to reduce load times
• *Final Fantasy XI (*and the *Final Fantasy XI: Rise of the Zilart, Final Fantasy XI: Chains of Promathia, Final Fantasy XI: Treasures of Aht Urhgan,* and *Final Fantasy XI:Wings of the Goddess expansions)* fully installs to the HDD so that it can be patched/updated. Uses 8,192 MB, with both expansions installed, as of March 7, 2005 (Note: This does not include the *Treasures of Aht Urgahn* and *Wings of the Goddess* expansions as they were released after).
• *G1 Jockey 3 2003* installs 512 MB to reduce load times.
• *G1 Jockey 3 2005 Nendoban* installs 512 MB to reduce load times.
• *G1 Jockey 4 2006* installs 1024 MB to reduce load times.
• *G1 Jockey 4 2007 & Winning Post 7 Maximum 2007* each install 1 GB to decrease load times.
• *G1 Jockey 4 2008* installs 1 GB to speed up load times.
• *G1 Jockey 4* installs 1024 MB to reduce load times.
• *Guitar Freaks 4th Mix & DrumMania 3rd Mix* installs to the HDD to reduce load times.
• *Gundam Musou 2* installs 512 MB to speed up load times
• *Gundam Musou Special* installs 512 MB to speed up load times.
• *Taishou Mononoke Ibunroku* installs 128 MB to reduce load times.
• *Tamamayu Monogatari 2 (Jade Cocoon 2)* installs to the HDD to reduce load times.
• *Jikkyo Powerful Major League 2* installs 512 MB to reduce load times.
• *Jikkyo Powerful Major League 3* installs 512 MB to reduce load times.
• *Jikkyō Powerful Major League 2009* Installs 1 GB to reduce load times.
• *Jikkyo Powerful Pro Yakyuu 12 Ketteiban* installs 512 MB to reduce load times.
• *Jikkyo Powerful Pro Yakyuu 13* installs 512 MB to reduce load times.
• *Jikkyo Powerful Pro Yakyuu 13 Ketteiban* installs 512 MB to reduce load times.
• *Jikkyo Powerful Pro Yakyuu 14* installs 512 MB to reduce load times.
• *Jikkyo Powerful Pro Yakyuu 14 Ketteiban* installs 512 MB to reduce load times.
• *Jikkyo Powerful Pro Yakyuu 15* installs 512 MB to reduce load times.
• *Kessen III* installs 2048 MB to reduce load times.
• *Kidou Senshi Gundam - Renpou vs. Zeon DX (Mobile Suit Gundam - Federation vs. Zeon Deluxe)* uses the HDD for saving/loading.
• *King of Colosseum Green/Red* each install 512 MB to reduce load times. If users have both *Green and Red* installed, the *Green version* will use the installed files of the *Red version* as an "Expansion pack".
• *Kingdom Hearts (and Kingdom Hearts Final Mix)* installs a 1,280 MB file to the HDD to reduce load times.
• *Lilie no Atelier Plus Salburg no Renkinjutsushi 3* installs 128 MB to reduce load times.
• *Let's Bravo Music* let players download extra music and adventures to the HDD.
• *Metal Saga* installs 1.7 GB to the HDD to decrease load time and uses the HDD to save and load game instead of a Memory Card.
• *Mina no Golf Online* requires the HDD for play.
• *Tetra Master* fully installs to the HDD so that it can be patched/updated, currently using 128 MB. It comes with *Final Fantasy XI.*

Final Fantasy XI when first released in Noth America was only available bundled with the new hard drive for the PlayStation 2; together, they sold for $99.99.

Although the drive would already have the game loaded onto it (it was also included in disc form), players would need to install Square Enix's proprietary PlayOnline service, then download and install two patches (one for PlayOnline, the other for the game) before they can play.

• *TVware* uses the HDD.
• *Nobunaga no Yabou: Kakushin* installs 512 MB to reduce load times.
• *Nobunaga no Yabou: Online* requires the HDD for updates/patches (MMORPG).
• *Nobunaga no Yabou: Ranseiki* installs to reduce load times.
• *Nobunaga no Yabou: Soutensoku* installs to reduce load times.
• *Nobunaga no Yabou: Tenka Sousei* installs 512 MB to reduce load times.
• *PlayOnline Viewer* fully installs to the HDD so that it can be patched/updated, currently using 1 GB. It is used to boot *Final Fantasy XI, Front Mission Online, Tetra Master,* and *JongHowLo.*
• *PoPoLoCrois Hajimari no Bouken* installs 640 MB to reduce load times.
• *Winning Eleven 5: Final Evoloution* installs 512 MB to reduce load times.
• *Winning Eleven Tactics: European Club Soccer* Installs to the HDD to reduce load times.
• *Winning Eleven 6: Final Evolution* installs 512 MB to decrease load times.
• *Winning Eleven 8: Liveware Evolution* installs 1 GB to decrease load times.
• *Pro Soccer Club o Tsukurou Europe Championship* installs 2.5 GB to reduce load times.
• *Romancing SaGa Minstrel's Song* installs a 5,120 MB file to the HDD to reduce load times.
• *Sengoku Musō 2 Empires* installs 1024 MB to reduce load times.
• *Sengoku Musō 2 Moushouden* installs 1024 MB to reduce load times.
• *Sengoku Musō 2* installs 1024 MB to reduce load times.
• *Sengoku Musō Moushouden* installs to reduce load times.
• *Sengoku Musō* installs 1024 MB to reduce load times.
• *San Goku Shi 11* installs 512 MB to reduce load times.
• *San Goku Shi 9* installs 128 MB to reduce load times.
• *San Goku Shi 8* installs to the HDD to reduce load times.
• *San Goku Shi 10* installs 512 MB to reduce load times.
• *Shadow Hearts 2* installs 1.28 GB to reduce load times.
• *Shin Sangoku Musou 3 Empires* installs 1024 MB to reduce load times.
• *Shin Sangoku Musou 3* installs a 512 MB file to the HDD to reduce load times.
• *Shin Sangoku Musou 3 Moushouden* installs a 1 GB file to the HDD to reduce load times.
• *Shin Sangoku Musou 4 Empires* installs 1024 MB to reduce load times.
• *Shin Sangoku Musou 4* installs to reduce load times.
• *Shin Sangoku Musou 4 Moushouden* installs 1024 MB to reduce load times.
• *Shin Sangoku Musou 5 Special* installs 512 MB to speed up load times.
• *Star Ocean: Till the End of Time (and the Director's Cut)* installs to the HDD to reduce load times. Installation also reduces occurrences of a game crashing glitch that is known to happen on the first batch of discs when played on model 1x000 PS2s.
• *Street Fighter ZERO Fighter's Generation* installs a 2 GB file to the HDD to reduce loading time.
• *The Sims 2* optionally uses the HDD for save games and as a cache for game files to decrease load times.
• *The Urbz: Sims in the City* optionally uses the HDD for save games and as a cache for game files to decrease load times.
• *Unlimited Saga* installs a 3,072 MB file to the HDD to reduce load times.
• *Venus & Braves* uses the HDD for save games instead of a Memory Card.
• *Musou Orochi Maou Sairin* installs 1 GB to decrease load times.
• *Musou Orochi* installs 1024 MB to reduce load times.
• *Wild Arms Advanced 3rd* installs to the HDD to reduce load times.
• *Wild Arms Alter Code:F* installs to HDD to reduce load times.
• *Winback 2:Project Poseidon* installs 1024 MB to reduce load times.
• *Winning Eleven 7* installs to the HDD to speed up load times.
• *Winning Post 5 Maximum 2002* installs 512 MB to reduce load times.
• *Winning Post 5 Maximum 2003* installs 512 MB to reduce load times.
• *Winning Post 6: 2005 Nendoban* installs 1024 MB to reduce load times.
• *Winning Post 6* installs 1024 MB to reduce load times.
• *Winning Post 7 Maximum 2006* installs 1024 MB to reduce load times.
• *Winning Post 7 Maximum 2008* uses the HDD for save games and as a cache for game files to decrease load times.
• *Winning Post 7* installs 1024 MB to reduce load times.
• *Winning Post World 2010* installs 1024 MB to reduce load times.
• *Winning Post World* installs 1024 MB to reduce load times.
• *Xenosaga Episode 1* installs a 1,792 MB file to the HDD to reduce load times. It allows the game to be saved to and loaded from the HDD instead of a Memory Card.
• *DJ Box Sony Computer Entertainment's MP3 DJ mixing program* requires the hard drive for MP3 storage. Users can also save the DJ mixes that they make with the software to the hard drive.
• *JongHowLo* fully installs to the HDD so that it can be patched/updated, currently using 256 MB. It comes with *Final Fantasy XI.*
• *Pop'n Taisen Puzzle-dama* Online Installation to the HDD is required to play. The game boots from PSBBN or HDD Utility Disc and does not require the disc or a registration code, making it a very unusual case of HDD support, as it has no anti-piracy protection to prevent the disc from being passed around in a group of people.
• *Zettai Zetsumai Toshi (aka Disaster Report)* installs to the HDD to reduce load times.

Technical Specifications

"Wikipedia"

The PlayStation 2 technical specifications describe the various components of the PS2 console.

The sixth-generation hardware of the PlayStation 2 video game console consists of various components. At the heart of the console's configuration is its central processing unit (CPU), a custom RISC processor known as the Emotion Engine which operates at 294 MHz (299 MHz in later consoles). The CPU heavily relies on its integration with two vector processing units, known as VPU0 and VPU1, the Graphics Synthesizer, and a floating-point unit (FPU) in order to render 3D graphics. Other components, such as the system's DVD-ROM optical drive and DualShock 2 controller, provide the software and user control input.

The PlayStation 1 backwards compatibility is accomplished through the inclusion of the original PlayStation's CPU which also serves as the PS2's I/O processor. The PS2 also supports limited functionality with the original PlayStation memory cards and controllers.

The console also features USB and IEEE 1394 expansion ports. Compatibility with USB and IEEE 1394 devices is dependent on the software supporting the device. For example, the PS2 BIOS will not boot an ISO image from a USB flash drive or operate a USB printer, as the machine's operating system does not include this functionality. By contrast, Gran Turismo 4 and Tourist Trophy are programmed to save screenshots to a USB mass storage device and print images on certain USB printers. A PlayStation 2 HDD can be installed via the expansion bay in the back of the console, and was required to play certain games, notably the popular Final Fantasy XI.

Central processing unit

• CPU: MIPS III R5900-based "Emotion Engine", clocked at 294.912 MHz (299 MHz on newer versions), with 128-bit SIMD capabilities.

• 250 nm CMOS manufacturing (ending with 65 nm CMOS), 13.5 million transistors, 225 mm² die size, 15 W dissipation (combined EE+GS in SCPH-7500x: 86 mm², 53.5 million transistors) (combined EE+GS+RDRAM+DRAM in SCPH-7900x ended with 65nm CMOS design).

• CPU core: MIPS R5900 (COP0), 64-bit, little endian (mipsel). CPU is a superscalar, in-order 2-issue design with 6-stage long integer pipelines, four 32 bit GPR registers, 32 128-bit SIMD linear scalar registers, two 64-bit integer ALUs, 128-bit load-store unit (LSU) and a branch execution unit (BXU).

• Instruction set: MIPS III, MIPS IV subset with Sony's proprietary 107 vector SIMD multimedia instructions (MMI). The custom instruction set was implemented by grouping the two 64-bit integer ALUs.

• 32-bit FPU coprocessor (COP1) with 6 stage long pipeline (floating point multiply accumulator × 1, floating point divider × 1). FPU is not IEEE compliant.

• 32-bit VLIW-SIMD vector units at 147.456 MHz: VPU0 and VPU1 (floating point multiply accumulator × 9, floating point divider × 1) each VPU contains a vector unit (VU), instruction cache, data cache and interface unit. Each vector unit also has upper execution unit containing 4xfMAC and lower execution unit containing fDIV, integer ALU, load-store unit, branch logic, 16 16-bit integer registers and 32 128-bit floating point registers. VPU1 has an additional EFU unit.

• VPU0 (COP2) (FMAC x 4, FDIV x 1) is tightly coupled with the main CPU and is typically used for polygon and geometry transformations (under parallel or serial connection), physics and other gameplay related tasks

• VPU1 (Elementary Functional Unit-EFU) (FMAC x 5, FDIV x 2) operates independently controlled by microcode, parallel to the CPU core, is typically used for polygon and geometry transformations, clipping, culling, lighting and other visual based calculations (texture matrix able for 2 coordinates (UV/ST)

• Parallel: results of VU0/FPU sent as another display list via MFIFO (E.G. complex characters/vehicles/etc.)

• Serial: results of VU0/FPU sent to VU1 (via 3 methods) and can act as an optional geometry pre-processor that does all base work to update the scene every frame (E.G. camera, perspective, boning and laws of movement such as animations or physics)

• Image Processing Unit (IPU): MPEG-2 compressed image macroblock layer decoder allowing playback of DVDs and game FMV. It also allowed vector quantization for 2D graphics data.

• Memory management unit (MMU), RDRAM controller and DMA controller: handle memory access within the system

• Cache memory: 16 KB instruction cache, 8 KB + 16 KB scratchpad (ScrP) data cache

• Scratchpad (SPR) is extended area of memory visible to the EE CPU. This extended memory provides 16 kilobytes of fast RAM available to be used by the application. Scratchpad memory can be used to store temporary data that is waiting to be sent via DMA or for any other temporary storage that the programmer can define.

Interfaces

• I/O processor interconnection: remote procedure call over a serial link, DMA controller for bulk transfer

• Main RDRAM memory bus. Bandwidth: 3.2 GB/s

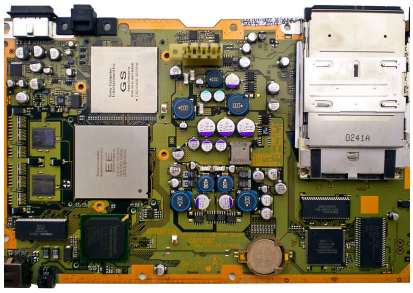
• *Graphics interface (GIF), DMA channel that connects the EE CPU to the GS co-processor. To draw something to the screen, one must send render commands to the GS via the GIF channel: 64-bit, 150 MHz bus, maximum theoretical bandwidth of 1.2 GB/s.*
• *Display lists generated by CPU/VPU0 and VPU1 are sent to the GIF, which prioritizes them before dispatching them to the Graphics Synthesizer for rendering.*
• *Vector Unit Interface (VIF), consists of two DMA channels VIF0 for VPU0 and VIF1 for VPU1. Vector units and the main CPU communicate via VIF DMA channels.*
• *SIF - Serial Interface or Subsystem Interface which consists of 3 DMA channels:*
• *Subsystem Interface 0 (SIF0) and Subsystem Interface 1 (SIF1), used for communication between the EE main CPU and IOP co-processor. These are serial DMA channels where both CPUs can send commands and establish communication through an RPC protocol.*
• *Subsystem Interface 2 (SIF2), used for backwards compatibility with PS1 games and debugging.*

Performance

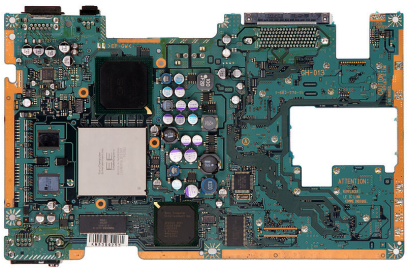
• *Floating point performance: 6.2 GFLOPS (single precision 32-bit floating point)*
• *FPU 0.64 GFLOPS*
• *VU0 2.44 GFLOPS*
• *VU1 3.08 GFLOPS (Including internal 0.64 GFLOPS EFU)*
• *Tri-strip geometric transformation (VU0+VU1): 150 million vertices per second*
• *3D CG geometric transformation with raw 3D perspective operations (VU0+VU1): 66-80+ million vertices per second*
• *3D CG geometric transformations at peak bones/movements/effects (textures)/lights (VU0+VU1, parallel or series): 15–20 million vertices per second.*
• *Lighting: 38 million polygons/sec*
• *Fog: 36 million polygons/sec*
• *Curved surface generation (Bezier): 16 million polygons/sec*
• *Image processing performance: 150 million Pixels/sec*
• *Actual real-world polygons (per frame): 500-650k at 30 FPS, 250-325k at 60 FPS*
• *Instructions per second: 6,000 MIPS (million instructions per second)*

System memory

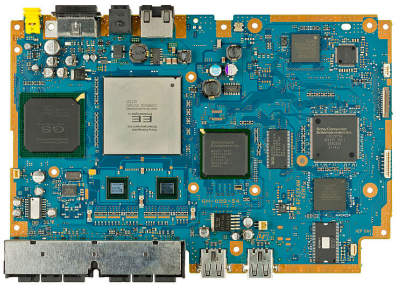
• *Main memory: 32 MB PC800 32-bit dual-channel (2x 16-bit) RDRAM (Direct Rambus DRAM) @ 400 MHz, 3.2*



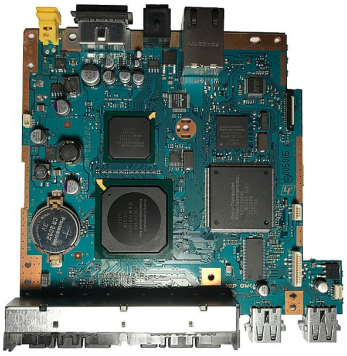
SCPH-10000 motherboard.



SCPH-30001 motherboard.



SCPH-70001 motherboard.



SCPH-79001 motherboard.

Graphics processing

• *Parallel rendering processor with embedded DRAM "Graphics Synthesizer" (GS) clocked at 147.456 MHz*
279 mm² die (combined EE+GS in SCPH-7500x: 86 mm², 53.5 million transistors)
• *PCRTC circuit for output*
• *Pixel pipelines: 16 without any texture mapping units (TMU), however half of pixel pipelines can perform texturing so fillrate is either 16 pixels per clock with untextured 2400 mpixels or 8 pixels per clock with 1200 megapixels with bilinear texturing, and 1200 megatexels (bilinear).*
• *Video output resolution: Variable from 256 x 224 to 1920 x 1080*
• *4 MB of embedded DRAM as video memory (an additional 32 MB of main memory can be used as video memory for off-screen textures); 48 gigabytes per second peak bandwidth.*
• *Texture buffer bandwidth: 9.6 GB/s*
• *Frame buffer bandwidth: 38.4 GB/s*
• *eDRAM bus width: 2560-bit (composed of three independent buses: 1024-bit write, 1024-bit read, 512-bit read/write)*
• *Pixel configuration: RGB: Alpha:Z Buffer (24:8, 15:1 for RGB, 16, 24, or 32-bit Z buffer)*
• *Display color depth: 32 bit (RGBA: 8 bits each)*
• *Dedicated connection to main CPU and VU1*
• *Overall pixel fillrate: 16×147 = 2.352 gigapixel/s*
• *1.2 gigapixel/s(with Z buffer, Alpha and Texture)*
• *Pixel fillrate: with no texture, flat shaded 2.4 (75,000,000 32-pixel raster triangles)*
• *Pixel fillrate: with 1 full texture (diffuse map), Gouraud shaded 1.2 (37,750,000 32-bit pixel raster triangles)*
• *Pixel fillrate: with 2 full textures (diffuse map + specular or alpha or other), Gouraud shaded 0.6 (18,750,000 32-bit pixel raster triangles)*
• *Texture fillrate: 1.2 Gtexel/s*
• *Sprite drawing rate: 18.75 million (8 x 8 pixels)*
• *Particle drawing rate: 150 million/s*
• *Polygon drawing rate: 75 million/s (small polygon)*
• *50 million/s (48-pixel quad with Z and A)*
• *30 million/s (50-pixel triangle with Z and A)*
• *25 million/s (48-pixel quad with Z, A and T)*
• *16 million/s (75-pixel triangle with Z, A, T and Fog)*
• *VESA (maximum 1280 x 1024 pixels)*

• 3 rendering paths (path 1, 2 and 3) GS effects include: Read-Write textures, Emboss Bump Mapping, Dot3 Bump Mapping (Normal Mapping), multiple-light sources, per-vertex lighting, Volumetric Fog, Mipmapping, LOD, Spherical Harmonic Lighting, High Dynamic Range(HDR) Rendering, Motion Blur, Heat Haze, Bloom, Depth of Field, Shadow Volumes, Shadow Mapping, Lightmapping, Environment Mapping, Render to Texture, Alpha Blending, Alpha Test, Destination Alpha Test, Depth Test, Scissor Test, Transparency effects, framebuffer effects, post-processing effects, Perspective-Correct Texture Mapping, Edge-AAx2 (poly sorting required),[8] Bilinear, Trilinear texture filtering, Multi-pass, Palletizing (4-bit = 6:1 ratio, 8-bit = 3:1), NURBS, Bezier Curves, Bezier Surfaces, B-Splines, Offscreen Drawing, Framebuffer Mask, Flat Shading, Gouraud Shading, Cel Shading, Dithering, Texture Swizzling.
• Multi-pass rendering ability
• Four passes = 300 Mpixel/s (300 Mpixels/s divided by 32 pixels = 9,375,000 triangles/s lost every four passes).

Audio

• Audio: "SPU1+SPU2" (SPU1 is actually the CPU clocked at 8 MHz and SPU2 is PS1 SPU)
• Sound Memory: 2 MB
• Number of voices: 48 hardware channels of ADPCM on SPU2 plus software-mixed definable, programmable channels
• Sampling Frequency: 44.1 kHz or 48 kHz (selectable)
• PCM audio source
• Digital effects include:
  • Pitch Modulation
  • Envelope
  • Looping
  • Digital Reverb
• Load up to 512K of sampled waveforms
• Supports MIDI Instruments
• Output: Dolby Digital 5.1 Surround sound, DTS (Full motion video only), later games achieved analog 5.1 surround during gameplay through Dolby Pro Logic II

I/O processor

• Input Output Processor (IOP)
• I/O Memory: 2 MB EDO DRAM
• CPU Core: Original PlayStation CPU (MIPS R3000A clocked at 33.8688 MHz or 37.5 MHz+PS1 GTE and MDEC for backwards compatibility with PS1 games)
• Automatically underclocked to 33.8688 MHz to achieve hardware backwards compatibility with original PlayStation format games.
• Sub Bus: 32-bit
• Connection to: SPU and CD/DVD controller.

Replaced with PowerPC-based "Deckard" IOP with 4 MB SDRAM starting with SCPH-7500x.

Emotion Engine CPU (SCPH-7000x)

Connectivity

• 2 proprietary PlayStation controller ports (250 kHz clock for PS1 and 500 kHz for PS2 controllers)
• 2 proprietary Memory Card slots using MagicGate encryption (250 kHz for PS1 cards. Up to 2 MHz for PS2 cards with an average sequential read/write speed of 130KB/s)
• 2 USB 1.1 ports with an OHCI-compatible controller
• AV Multi Out (Composite video, S-Video, RGBS (SCART), RGsB (VGA connector†), YPBPR(component), and D-Terminal)
• RFU DC Out
• S/PDIF Digital Out
• Expansion Bay for 3.5" HDD and Network Adaptor (required for HDD, SCPH-300xx to 500xx only)
• PC Card slot for Network Adaptor (PC Card type) and External Hard Disk Drive (SCPH-10000, SCPH-15000, SCPH-18000 models)
• Emotion Engine (EE) includes an on-chip Serial I/O port(SIO) used internally by the EE's kernel to output debugging and messages and to start the kernel debugger.
• Ethernet port (Slim only)
• i.LINK (also known as FireWire) (SCPH-10000 to 3900x only)
• Infrared remote control port (SCPH-500xx and newer)

^† VGA connector is only available for progressive-scan supporting games, homebrew-enabled systems, and Linux for PlayStation 2, and requires a monitor that supports RGsB, or "sync on green," signals.

Optical disc drive

• Disc Drive type: proprietary interface through a custom micro-controller + DSP chip. 24x speed CD-ROM [3.6 MB/s], 4x speed DVD-ROM [5.28 MB/s] — region-locked with copy protection.
• Supported Disc Media: PlayStation 2 format CD-ROM, PlayStation format CD-ROM, CD-DA, PlayStation 2 format DVD-ROM, DVD Video. DVD5 (Single-layer, 4.7 GB) and DVD9 (Dual-layer, 8.5 GB) supported. Later models starting with SCPH-500xx are DVD+RW and DVD-RW compatible.

The combined EE+GS+RDRAM+DRAM (the SCPH-7900x and SCPH-9000x series)

Emotion Engine

."Wikipedia"

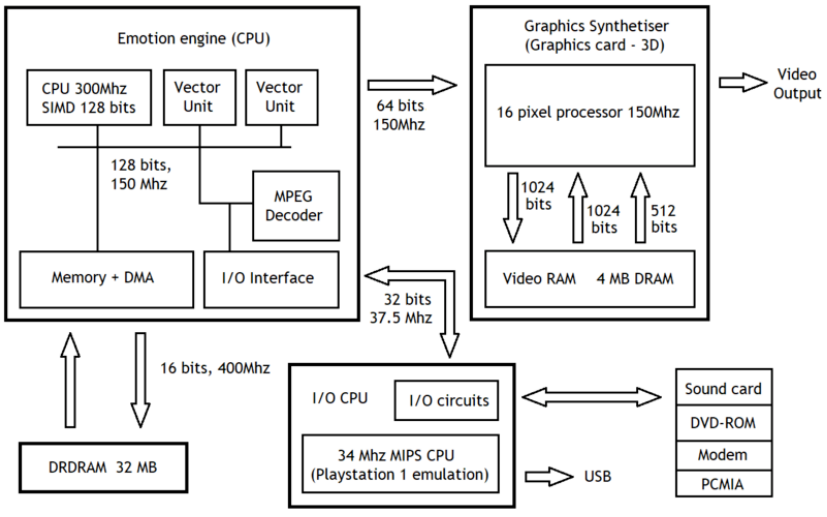
The Emotion Engine is a central processing unit developed and manufactured by Sony Computer Entertainment and Toshiba for use in the PlayStation 2 video game console. It was also used in early PlayStation 3 models sold in Japan and North America (Model Numbers CECHAxx & CECHBxx), to provide PlayStation 2 game support. Mass production of the Emotion Engine began in 1999 and ended in late 2012 with the discontinuation of the PlayStation 2.

The Emotion Engine consists of eight separate "units", each performing a specific task, integrated onto the same die. These units are: a CPU core, two Vector Processing Units (VPU), a 10 channel DMA unit, a memory controller, and an Image Processing Unit (IPU). There are three interfaces: an input output interface to the I/O processor, a graphics interface (GIF) to the graphics synthesizer, and a memory interface to the system memory.

The CPU core is tightly coupled to the first VPU, VPU0. Together, they are responsible for executing game code and high-level modeling computations. The second VPU, VPU1, is dedicated to geometry-transformations and lighting and operates independently, parallel to the CPU core, controlled by microcode. VPU0, when not utilized, can also be used for geometry-transformations. Display lists generated by CPU/VPU0 and VPU1 are sent to the GIF, which prioritizes them before dispatching them to the Graphics Synthesizer for rendering.

The CPU core is a two-way superscalar in-order RISC processor. Based on the MIPS R5900, it implements the MIPS-III instruction set architecture (ISA) and much of MIPS-IV, in addition to a custom instruction set developed by Sony which operated on 128-bit wide groups of either 32-bit, 16-bit, or 8-bit integers in single instruction multiple data (SIMD) fashion (i.e. four 32-bit integers could be added to four others using a single instruction). Instructions defined include: add, subtract, multiply, divide, min/max, shift, logical, leading-zero count, 128-bit load/store and 256-bit to 128-bit funnel shift in addition to some not described by Sony for competitive reasons. Contrary to some misconceptions, these SIMD capabilities did not amount to the processor being "128-bit", as neither the memory addresses nor the integers themselves were 128-bit, only the shared SIMD/integer registers. For comparison, 128-bit wide registers and SIMD instructions had been present in the 32-bit x86 architecture since 1999, with the introduction of SSE. However the internal data paths were 128bit wide, and its processors were capable of operating on 4x32bit quantities in parallel in single registers.

The processor is MIPS-based with a modified instruction set. Its main VU0 core is a superscalar, in-order 2-issue design with 6 stage long integer pipelines and a 15 stage long floating point pipeline. Its assortment of registers consists of 32 128 bit VLIW SIMD registers (naming/renaming), one 64 bit accumulator and two 64 bit general data registers, 8 16 bit fix function registers, 16 8 bit controller registers. The processor also has two 64 bit integer ALUs, a 128bit Load-Store Unit (LSU), a Branch Execution Unit (BXU) and a 32 bit VU1 FPU coprocessor (which acted as a sync controller for the VPU0/VPU1) containing a MIPS base processor core with 32 64-bit FP registers and 15 32-bit integer registers. The ALUs are 64-bit, with a 32-bit FPU that isn't IEEE 754 compliant. The custom instruction set 107 MMI (Multimedia Extensions) was implemented by grouping the two 64-bit integer ALUs. Both the integer and floating-point pipelines are six stages long.



Playstation 2 architecture

To feed the execution units with instructions and data, there is a 16 KB two-way set associative instruction cache, an 8 KB two-way set associative non blocking data cache and a 16 KB scratchpad RAM. Both the instruction and data caches are virtually indexed and physically tagged while the scratchpad RAM exists in a separate memory space. A combined 48 double entry instruction and data translation lookaside buffer is provided for translating virtual addresses. Branch prediction is achieved by a 64-entry branch target address cache and a branch history table that is integrated into the instruction cache. The branch mispredict penalty is three cycles due to the short six stage pipeline.

The majority of the Emotion Engine's floating point performance is provided by two VPU, designated VPU0 and VPU1. These were essentially DSPs tailored for 3D maths, and the forerunner to hardware vertex shader pipelines. Each VPU features 32 128-bit vector SIMD registers (holding 4D vector data), 16 16-bit fixed-point registers, four FMAC units, a FDIV unit and a local data memory. The data memory for VPU0 is 4 KB in size, while VPU1 features a 16 KB data memory.

To achieve high bandwidth, the VPU's data memory is connected directly to the GIF, and both of the data memories can be read directly by the DMA unit. A single vector instruction consists of four 32-bit single-precision floating-point values which are distributed to the four single-precision (32-bit) FMAC units for processing. Contrary to popular belief, the Emotion Engine is not a 128-bit processor as it does not process a single 128-bit value, but a group of four 32-bit values that are stored in one 128-bit register. This scheme is similar to the SSEx extensions by Intel.

The FMAC units take four cycles to execute one instruction, but as the units have a six-stage pipeline, they have a throughput of one instruction per cycle. The FDIV unit has a nine-stage pipeline and can execute one instruction every seven cycles.

The IPU allowed MPEG-2 compressed image decoding, allowing playback of DVDs and game FMV. It also allowed vector quantization for 2D graphics data.

The memory management unit, RDRAM controller and DMA controller handle memory access within the system.

Communications between the MIPS core, the two VPUs, GIF, memory controller and other units is handled by a 128-bit wide internal data bus running at half the clock frequency of the Emotion Engine but, to offer greater bandwidth, there is also a 128-bit dedicated path between the CPU and VPU0 and a 128-bit dedicated path between VPU1 and GIF. At 150 MHz, the internal data bus provides a maximum theoretical bandwidth of 2.4 GB/s.

Communication between the Emotion Engine and RAM occurs through two channels of DRDRAM (Direct Rambus Dynamic Random Access Memory) and the memory controller, which interfaces to the internal data bus. Each channel is 16 bits wide and operates at 400 MHz DDR. Combined, the two channels of DRDRAM have a maximum theoretical bandwidth of 25.6 Gbit/s (3.2 GB/s), about 33% more bandwidth than the internal data bus. Because of this, the memory controller buffers data sent from the DRDRAM channels so the extra bandwidth can be utilised by the CPU.

The Emotion Engine interfaces directly to the Graphics Synthesizer via the GIF with a dedicated 64-bit, 150 MHz bus that has a maximum theoretical bandwidth of 1.2 GB/s.

To provide communications between the Emotion Engine and the Input Output Processor (IOP), the input output interface interfaces a 32-bit wide, 37.5 MHz input output bus with a maximum theoretical bandwidth of 150 MB/s to the internal data bus. The interface provides enough bandwidth for the PCMCIA extension connector which was used for the network adapter with built-in P-ATA interface for faster data access and online functionality. An advantage of the high bandwidth was that it could be easily used to introduce hardware extensions like the Network Adapter with built-in IDE HDD support or other extensions to extend functionality and product lifecycle which can be seen as a competitive advantage. In newer variants (like the slim edition), the interface would however offer vastly more bandwidth than what is required by the PlayStation's input output devices as the HDD support was removed and the PCMCIA connector design was abandoned in favor of a slimmer design.

The Emotion Engine contained 10.5 million transistors on a die measuring 240 mm2. It was fabricated by Sony and Toshiba in a 0.25 µm (0.18 µm effective LG) complementary metal–oxide–semiconductor (CMOS) process with four levels of interconnect.

The Emotion Engine was packaged in a 540-contact plastic ball grid array (PBGA).

The primary use of the Emotion Engine was to serve as the PlayStation 2's CPU. The first SKUs of the PlayStation 3 also featured an Emotion Engine on the motherboard to achieve backwards compatibility with PlayStation 2 games. However, the second revi-

sion of the PlayStation 3 lacked a physical Emotion Engine in order to lower costs, performing all of its functions using software emulation performed by the Cell Broadband Processor, coupled with a hardware Graphics Synthesizer still present to achieve PlayStation 2 backwards compatibility. In all subsequent revisions, the Graphics Synthesizer was removed.

Technical specifications

• Clock frequency: 294 MHz, 299 MHz (later versions)
• Instruction set: MIPS III, MIPS IV subset, 107 vector instructions
• 2 issue, 2 64-bit fixed point units, 1 floating point unit, 6 stage pipeline
• Instruction cache: 16 KB, 2-way set associative
• Data cache: 8 KB, 2-way set associative
• Scratchpad RAM: 16 KB
• Translation look aside buffer: 48-entry combined instruction/data
• Vector processing unit: 4 FMAC units, 1 FDIV unit
• Vector processing unit registers: 128-bit wide, 32 entries
• Image processing unit: MPEG2 macroblock layer decoder
• Direct memory access: 10 channels
• VDD Voltage: 1.8 V
• Power consumption: 15 W at 1.8 V

Theoretical performance

• Floating point: 6.2 billion single precision (32-bit) floating point operations per second
• Perspective transformation: 66 million polygons per second
• With lighting and fog: 36 million polygons per second
• Bézier surface patches: 16 million polygons per second
• Image decompression: 150 million pixels per second

Definition on Hardware;

• CPU - Central processing unit - carries out the instructions of a computer program by performing the basic arithmetic, logical, control and input/output (I/O)
• I/O - Channel I/O -is a high-performance input/output architecture that is implemented in various forms on a number of computer architectures
• VPU - Vector Processing Units - a CPU that implements an instruction set containing instructions that operate on one-dimensional arrays
• RISC - Reduced instruction set computer - is one whose instruction set architecture (ISA) allows it to have fewer cycles per instruction (CPI) than a complex instruction set computer (CISC)
• MIPS - Microprocessor without Interlocked Pipeline Stages - a RISC ISA
• ISA - Instruction set architecture -permits multiple implementations and defines everything a machine language programmer needs to know in order to program a computer
• RAM - Random-access memory - a form of computer data storage that stores data and machine code currently being used
• DRDRAM - Direct Rambus DRAM - a type of synchronous dynamic RAM for high-bandwidth applications
• SPM - Scratchpad memory - also known as scratchpad, scratchpad RAM or local store in computer terminology, is a high-speed internal memory used for temporary storage of calculations, data, and other work in progress
• MPEG-2 - the generic coding of moving pictures and associated audio information
• IEEE 1394 / i.LINK - an interface standard for a serial bus for high-speed communications and isochronous real-time data transfer
• FLOPS - Floating point operations per second - a measure of computer performance
• TMU - Texture mapping unit - Textures need to be addressed and filtered. This job is done by TMUs that work in conjunction with pixel and vertex shader units
• Gouraud shading - an interpolation method used to produce continuous shading of surfaces represented by polygon meshes. In practice, Gouraud shading is most often used to achieve continuous lighting on triangle surfaces by computing the lighting at the corners of each triangle and linearly interpolating the resulting colours for each pixel covered by the triangle
• Texture Swizzling - Some GPUs store texture maps in Z-order to increase spatial locality of reference during texture mapped rasterization. This allows cache lines to represent square tiles, increasing the probability that nearby accesses are in the cache. This is important because 3d rendering involves arbitrary transformations (rotations, scaling, perspective, and distortion by animated surfaces). These are referred to as swizzled textures or twidled textures.

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PlayStation.2
THE THIRD PLACE.

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What's Up With PlayStation 2?

by: PS MAX Fall/Winter 1999 #1

Sony finally reveals the most powerful game system ever!

On Monday, September 13th in Tokyo, Sony finally let the world in on its little secret, the PlayStation 2. And that's the final name, by the way - not PSY, or PlayStation Next, PS2000 or any of those other baseless rumours. Sony's official abbreviation for the system is PS2, so it looks as if the "X" in PSX is gone for good.

Price and Availability

The event lasted for about and hour and a half, during which Sony laid bare all its top-secret PS2 plans to roughly a thousand journalists and industry insiders from around the world. After the name of the console was announced, the next big shocker was the price - ¥39,800 (approx. 360$). Rumours are already rampant that the system price will drop considerably just a few months after launch, as production ramps up. Sources say that the US launch price will likely be between $250 and $299.

The system releases in Japan on March 4, 2000 (a Saturday), and is officially stated for a Fall release in the US (most likely September 9, 2000). However, a sup rise early Summer launch is also buzzing around, so don't be too shocked if we get the PS2 early.

A True DVD Machine

As Sony originally stated, the PS2 will be backwards compatible with all PlayStation 1 games, and PS2 games will use both DVDs and CDs. You'll be able to tell them apart at a glance, since CDs will be blue on the bottom, and DVDs will be silver. All PS2 games will come in DVD movie boxes, with very little to obscure the main art on the front. And yes, the PS2 WILL play DVD movies, right out of the box, with no extra equipment needed! As a side note, if developers design their PlayStation 1 games in a certain way, they can take advantage of the PS2's super-fast CD ROM drive for load times that will be around 12 times faster!

A New Controller and Memory Card

A new control pad, dubbed the DualShock 2, and a new 8MB Memory Card will come packed with the PS2, along with a demo disc featuring several launch games. The DualShock 2, visually, is completely identical to the original. The difference is that now EVERY button is analog, with the exception of the Select and Start buttons. The storage capacity of the new Memory Card is - can you believe it - 64 times that of the original, so you'll be able to create whole worlds and download new characters and missions with no problem. Another impressive feature of the new card is that data transfer rate is 250 times faster than before - that means saving your game will be nearly instantaneous! The DualShock 2 and the 8MB Memory Card will each retail for ¥3,500 (roughly $28). Sony has a PlayStation 2 Multi-Tap in the works as well.

Sony's PS2 Online Plans

Even after Sony's announcement, the PS2's exact online plans are still a bit of a mystery. Sony is planning a huge online network for the system, but it won't be in

place until sometime in 2001, at least a year after the machine's Japanese launch. Players will then be able to upgrade their PS2s with a hard drive add-on, which will be used, among other things, to download new games directly from Sony's servers over the internet. One of the holdups in Sony's plan is figuring out how to make purchasing games this way safe and secure. Hopefully, they can get it all figured out sooner than expected.

But the question for now is, will the PS2 hook up to the internet at launch? At this point, even Sony doesn't seen to know the answer. They're counting on third-party companies to provide browser software, and seem uninterested in what the internet can currently offer PS2. When Sony's full online plan goes into effect in 2001, it will use a broadband network such as Cable Modems and DSL, so the faster connection speed will allow them to realize their more ambitious plans.

PS2: An Unusual Looking Console

So far, reaction to the look of the console seems to be split. It resembles a PC tower as much as it does a videogame system. One thing that everyone agrees on however, is that it does look different. Most consoles are short and boxy, but the PS2 is very flat and thin. It comes packaged with a base to lay it horizontally, but a second base can be purchased separately to stand it vertically on end. Apparently, a lot of thought went into all aspects of the design, even the colors. Sony stated that the unit's black color symbolizes the vastness of space, while the blue stand represent the Earth. Brilliant concept or crazy Japanese wackiness? You decide.

Games!

We don't know a whole lot about these early Play-Station 2 games, but we had a bunch of screens, so here you go. One thing's for sure, Sony isn't going to have any trouble getting together enough games to make a good launch!

F-1
Video System • Racing

Grand Prix action heads to PlayStation 2 in a big way from Video System, who are the masters of F-1 sim games in Japan. No gameplay screens yet, though.

Magical Sports
Catch Bass Club
Magical Comp. • Sports

With the power of the PS2, the original vision of a full-on bass fishing game can now be fully realized. Or not. Who cares? It's just fishing.

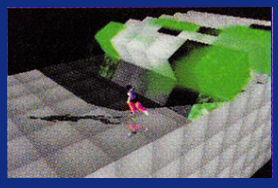
Unison
Tecmo • Action

This quirky dancing/singing game actually looked pretty interesting during the demo, but no one could tell us exactly how it plays! The video demonstration looked cool, though.

Baki the Grappler
Tomy • Action

The first PS2 wrestling game wasn't on show, but judging by these intricate character models, this could be one to watch for when it lays the smack down next year.

I.Q. Remix
Sony CEI• Puzzle



This looks to be a simple make-over of the original action/puzzle game. We're big fans of the series, but c'mon, it should look much better than this on PS2.

The Empire Strikes Back

by: PlayStation Official (NZ) 1999 November

PlayStation2 is coming to a television near you

Start saving now.

Whatever it costs when the PlayStation2 is released in New Zealand next year, it will be worth every cent. This machine is the future of home entertainment.

At the recent Tokyo Game Show, thousands of mad Japanese gamers flocked to get their first glimpse of the box and play the machine's first titles. Games included *Tekken Tag Tournament, Gran Turismo 2000* and Square's *The Bouncer*. Even though most games are not even half finished, they are incredible dazzling and superior to anything previously seen on PCs, consoles or even the arcade.

Developers have been unanimous in their praise for the awesome power of the PlayStation2 hardware, and promises new types of games that were impossible on PlayStation hardware.

There's no doubt that PlayStation2 is the most powerful videogaming platform ever. Plus there's the bonus that it can play DVD movies and music CDs, and connect to other devices like modems, keyboards and digital cameras. It also doesn't look like any console you've seen before.

The PlayStation has now sold over 60 million units around the world, so to say the PlayStation2 is highly anticipated is like saying the PlayStation has been "somewhat popular".

PlayStation 2 will launch in New Zealand in Spring 2000. Sony Computer Entertainment NZ General Manager Steve Dykes said he expects the cost to be around $700-$800. PlayStation was $750 on launch here in 1995, so the PlayStation2 with its extra capabilities should represent good value for money, especially considering most DVD movie players currently cost over $1000.

PlayStation2 will launch in Japan on March 4, 2000, with an amazing initial week's shipment of one million units. It will cost 39,800 Yen.

The PlayStation2 comes with a Dual Shock controller that has analog buttons, meaning that a soft though could result in a different result to a hard press of a button. It also comes with a new 8MB Memory Card that transfer information 250 times faster than current PlayStation Memory Cards.

Of course the PlayStation2 is fully bakcwards compatible with the original PlayStation, meaning that you'll be able to enjoy all your PlayStation games on the new machine, as well as use your existing peripherals.

The good news for movie watchers and music fans is that PlayStation2 supports Dolby Surround and DTS sound systems, as well as featuring a digital out socket so you can connect it to your hi-fi.

As Sony has previously revealed, a modem will not be buit-in. But PlayStation2 has been designed to make the most of the internet. Sony says it plans to make games that support multiple users online. It also foresees connecting users to a broadband network via high-speed cable to download game content. In 2001, Sony plans to sell and expansion module to be used as a network adapter to support downloading content to enhance games.

The future is bright.

Blown Away

by: PlayStation Official (NZ) 2000 October

Developers have been unanimous in their praise for PlayStation2.

"The Emotion Engine will allow us to finally realise our creative vision - that of generating true feeling and emotional attachment within an interactive environment. We have always had to consider the limitations of the hardware; with the PlayStation2 we'll be limited only by our imagination."

- Charles Cecil, Revolution

"The PlayStation2 represents a tremendous technical achievment and Eurocom is delighted to announce its support for this platform. Sony's hardware specification for the PlayStation2 offers a huge increase in performance over existing generation technology."

- Hugh Binns, Eurocom

"Playstation2's technical achievement will for the first time allow interactivity to compete not only visually but also emotionally with motion picture films. No one as yet is fully aware of just how big a step forward the PlayStation2 represent for the videogame industry. Ascendant compability with the original PlayStation games is without a doubt the smartest marketing choice ever made by a console manufacturer during the last decade."

- Stephane Baudet, Magaging Director, Eden Studios

"This is the first time over four generations of system that I've felt both excitement and fear at the same time. This is without a doubt the biggest generational leap that I've seen, and I do mean that. I have fear, because I cannot imagine how long it is going to take to fill up the amount of data this thing can run."

- Jason Rubin, President, Naughty Dog

"It is much more powerful than I was expecting. It has the potential to cross even more boundaries than the current PlayStation and bring in more people who could not have considered owning a 'game console'."

- Martin Edmonson, Reflections

"PlayStation 2 represents an ideal platform for developing the next generation of computer gaming. The leading edge graphics system is far superior to anything else. Also important is PlayStation2's focus on Emotion enabling us to concentrate on producing unique titles worthy of this stunning hardware achievement. The unparalleled power of the PlayStation2 coupled with creative development will result in the next generation of computer gaming, producing titles that not only look stunning but also have depth, emotion and playability - a combination that has only been dreamt off."

- Peter Polyneux, Lionhead Studios

"Discovering the PlayStation2 was a real dream come true. It most certainly meets all our expectations in its impressive achievements and out teams at Kalisto are very keen to create exciting new videogames to take full advantage of this leap in gaming technology."

- Pascal Jarry, R&D Manager, Kalisto Entertainment

"PlayStation 2 must be regarded as a quantum leap in interactive entertainment, especially with the integrated DVD feature. Many current PSX users will upgrade and even more non-gamers will buy it for the DVD feature and soon become casual gamers."

- Executive Vice President, Konami Europe

"We're gonna make this machine hum and are excited by the possibilities this brings to our game designers. Already we have prototype games running that out PC games to shame. We enjoy the challenge of extracting the maximum performance from new machines. We are delighted to be able to work on PS2 from the outset and there is an awful lot of performance potential for us to exploit."

- Jez San, Argonaut

"Finally, this 128-bit arena is allowing us to design and build the games that we originally envisioned when we started this company. It's our focus to expand the market of people who play videogames."

- Lorne Lanning, President, Oddworld Inhabitands

by: PSM 2000 September #4

On September 9, 1995, a well-known consumer electronics company released its first videogame console upon the U.S. market. The company's name was Sony and the console was, obviously, the PlayStation. Thanks to brilliant marketing, good timing and strong third-party support, the PlayStation grew to become the single most successful console of all time. Currently over 70 million units have been shipped all over the world.

Now, five years later, Sony readies itself for the U.S. launch of the PlayStation2, the 128-bit successor to the little gray box we've all grown to love. And with it, the company is hoping, once again, to take the top spot in this next generation of consoles. However, unlike in this previous generation, Sony won't have it so easy. Sega has already established itself well in the U.S. with the Dreamcast, Nintendo is preparing a console that's about as powerful as the PS2, and probably cheaper as well. And then there's Microsoft, which has dreams of becoming the new Sony. Needles to say, the upcoming war isn't going to be pretty and there are bound to be several casualties. Who's left standing at the end remains to be seen. Our money's on Sony and the PS2, though.

In this feature, we've broken down and analysed virtually every aspect of the Sony's future plans for the PS2 and what is's doing to win the next generation console war. From the design of the hardware to the broadband network and third-party support, we point out the strengths and weaknesses in Sony's line of defense.

The Hardware: Sony's Weapon

When Sony released the first specs for its next generation console, most people were blown away. No one expected that the PlayStation2 would be so powerful. It appeared to be an unstoppable force that no company, whether it be Sega, Nintendo or Microsoft, could ever hope to overcome. However, over time, the limitations of the console revealed themselves. Developers became vocal about some of their frustrations with the hardware. Did Sony make some major mistakes when developing the PS2? There is that chance. In this section, we break down the strengths and weaknesses of the console and discuss what Sony is doing to make life easier for developers.

THE STRENGTHS

Polygonal Horsepower

Far and above anything else, the PS2's strongest aspect is its ability to render an extremely larger number of polygons on-screen at any given time. Already, some developers have stated that their current game engines push in the upwards of 10-20 millions polygons per second and that we can expect that number to be much larger with future titles. When you consider the fact that the current PlayStation can only push around 360,000 polys per second, one can begin to see the potential and power in Sony's new console. This "polygon horsepower", as the developers of *Munch's Oddysee* like to describe it, will allow for much larger worlds and greater detailed characters than have been seen on past console or PCs.

DVD Support

Including DVD support was a brilliant move on Sony's part. It not only helps to justify the higher retail cost of the PS2, but also ensure that the console will become the centerpiece of the living room. When you're not in the mood to play games, you can pop in that copy of *The Matrix* and enjoy the adventures of Neo and Morpehus. Of course, the PS2's ability to support DVDs doesn't mean that it can play movies. Thanks to the additional storage space available on a DVD, developers can use a greater number of higher resolution textures in their games. This would allow for larger and more detailed environments for players to explore. Also, games that would normally fill up multiple CDs, like a *Final Fantasy* game, can now be released on a single DVD.

Expansion Ports

As Kaz Huai, the President of SCEA, elegantly put it at this past E3 show, "The PlayStation2 is not the future of videogames. It is the future of entertainment." With that focus in mind, Sony designed the PlayStation2 to be able to grow beyond being a typical console. The inclusion of several connectivity ports (two USB and one i.Link) will allow the PS2 to connect to a myriad of components and peripherals, ranging from keyboards to digital cameras. Imagine being able to download a photo into the PS2 and editing it with a keyboard and a mouse. Then, you could email that edited picture to all your friends. That's just one of the many possible scenarios that Sony imagines happening in the near future.

Hidden Potential

With the design of the PS2, Sony has gone in an entirely different direction than Sega, Nintendo or Microsoft has. Not only did the company basically create the entire console from scratch, using an innovative CPU and graphic processor (that it helped to develop), but it also designed the console to be very open in its architecture. This openness allows developers to come up with their own way

Ken Kuturagi,
President and CEO of SCEI

The format of today's PlayStation 2 can achieve what PCs will only realise in another two or three year's time.

of doing things. There is no "right way" to do something on the PS2, which means developers will constantly be discovering new and better ways to get the most out of the console. Stuart Denman, the Technical Director for Surreal Software feels that the open design of the console "will allow the PS2 to have more long-term potential. Games in three years will be leap and bounds beyond today's games." Ken Levine, of Irrational Games, echoes those statements with his own, "The interesting thing about the design of the PS2 is that you'll see the games get better and better through the life of the console. This is because developers will always be learning new tricks. There's a lot of secrets tucked away in there."

Backward Compatibility

The only console in recent history to include backwards compatibility, the PlayStation2 will allow you to play all those PlayStation games you currently own. Not only that, but it will speed up loading times and improve the look of most of those games. Sony will also release updates to the PS2 PlayStation drivers so that games can be further enhanced in different ways, such as increased resolution.

THE WEAKNESSES

Anti-aliasing Difficulties

On the day of the Japanese launch, however, the first dent in the PS2's armor was discovered. Not only were the first games not visually far and beyond the current crop of Dreamcast games, some of them actually looked slightly worse. This was mainly due to the lack of anti-aliasing (a technique used to blur the edges of polygons), which caused the games to look very rough and jaggy. Since Dreamcast titles didn't really suffer from this problem, a lot of gamers and journalists started to doubt the abilities of the PS2. Did Sony forget to include to include a feature that both the N64 and Dreamcast had and that the Dolphin and X-Box will have? Fortunately, the answer to that question is "no". The PlayStation2 does have that feature and developers are able to implement in several different ways. This main reason that the early Japanese titles and some American ones didn't know how to do it properly. Only recently has Sony made info available to developers that allow them to implement AA in a more efficient manner. Still, including true AA tends to put a bit of a burden on the PS2, which means that corners have to be cut elsewhere, at least until developers become more familiar with the hardware. For some games, the drop from 60fps to 30 is the way to go, for others; a reduction in texture resolution is a necessity. There are ways to give the illusion of AA, without having to take cuts in performance, and some developers taking advantage of them. However, until Sony comes up with a specific and easy ways to implement true AA that don't take major hits on performance, you probably won't be seeing a huge number of games take advantage of it.

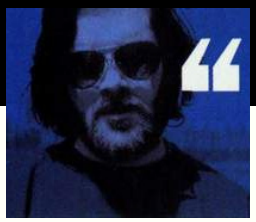
Limited Video Memory

If you talk to any developer and ask them what single aspect they would have wanted improved on the PlayStation2, they would probably say, "Increase the amount of VRAM." Since its release, the PS2 has gotten a lot of negative criticism from developers because of the limited amount of video ram (VRAM) that's embedded on the Graphics Synthesizer (GS). Since it's so small (4MBs), games must be designed in a way that's very different from other consoles. A

lot of time must be spent in coming up with the best ways to stream data and textures from the main system memory into the VRAM because it isn't large enough to hold anything for long periods of time. Consoles like the Dreamcast have larger amounts of dedicated texture memory (8MBs), so there's no need to worry about streaming anything. What's most frustrating to developers is that the PS2's VRAM limitations really seem to hamper the potential of the console. Famed *Metal Gear Solid* creator, Hideo Kojima, even went on record saying that the full potential of the PlayStation2 would never be reached because of the limited size of the VRAM. Only time will tell if he's right or not.

Difficult To Program For

While most developers welcome the openness of the PS2's design, it can cause some serious problems. There are just so many different ways to do everything, and it can get a bit overwhelming rather quickly. Having to worry about the limited VRAM wouldn't be that big of a deal if it was the only major challenge that developers had to deal with, but it's not. There's also the matter of two little things called Vector Units. You see, the Emotion Engine, which is the main CPU of the PS2, is split up into three main sections that can be used to process separate parts of a game engine interdependently; physics, lighting, weather effects, etc. However, getting all these parts to work together smoothly and optimally is quite difficult and generally gives developers their fair share of headaches. Some developers, like those at *Oddworld*, have been very vocal with their frustrations, stating that there have been "...basic oversight that failed to be addressed at the hardware design level. [The PS2] is a frustrating system to develop for." While the views of the *Oddworld* developers certainly don't reflect those of the majority, it does make you question Sony's hardware design.



Sam Houser,
President, Rockstar Games

When we first heard of the Emotion Engine, we thought 'what the f***'? But having worked withe the machine for a year now, we're beginning to see where Sony was coming from.

Hideo Kojima,
creator of Metal Gear Solid 2

PS2 gives gamesplayers a chance to watch great films form the past on DVD. They'll demand better stories from the games they play and this will create a culture of great videogames.

Lack of four controller slots

While not as major as the other weaknesses we've listed, the lack of four controller ports did come as quite a surprise for many developers and gamers. When you consider that all of the consoles in this next generation have four ports, it's strange that Sony only included two. Sony doesn't feel that it's a major problem and suggests that gamers who want to play four-player games should just go out and buy a multitap. That's not the point, though. We all know how badly the PlayStation multitap was supported. Why would that change with the PS2? It's been proven that developers don't like to support console add-ons (see Sega CD, 32X) because only a small portion of the market ever has them. That's why you never really saw a lot of four-player games on the PS, aside from sports titles. Sony should have just included the two additional ports and made everyone that much happier.

THE BOTTOM LINE

As with any new console, the PlayStation2 introduces its fair share of problems to developers. However, most are willing to take the time in order to get the most out of the system. Still, the problems with the hardware, such as limited anti-aliasing abilities and the small amount of VRAM, are very real and can't be denied. Now, the severity of these problems has yet to be determined. For every developer who's complaining about the hardware, there're several that are praising it. It just boils down to the willingness of the particular developer and the financial and physical resources they have at their disposal. For the most part, though, companies are developing their own solutions and workarounds for these problems. It doesn't appear to be a bid deal. And Sony's R&D division is constantly creating new tools and software libraries in order to make life easier for the developers, as well. If a majority of these hardware difficulties can be nipped in the bud early on, then there's no reason why companies won't stick with Sony. However, if we get into the new year, and a lot of these difficulties continue, then Sony may start to see developers jumping ship in favor for easier consoles, i.e. the Dolphin and X-Box. And that would not be good for PS2 owners.

SCORE: 4/5

THE COMPETITION

Sega's Dreamcast

Thanks to its simplistic hardware design and PC-style architecture, the Dreamcast has been a developer's dream to develop for. It's very easy to get the most out of the console, which is why some DC games look just as good (and sometimes better) then the first generation of PS2 titles. However, this will almost certainly change in the coming year. It seems that the power of the console has nearly already been maxed out with such titles as *Shenmue* and *Resident Evil: Code: Veronica*. Most developers feel that they can still squeeze a bit more out of the system, but that they won't get a chance to because their focus has now shifted to PlayStation2.

SCORE: 3/5

Nintendo's Dolphin

Little is known about the Dolphin except for that fact that it should be at least as powerful as the PlayStation2. There's also a possibility the Dolphin will have a greater amount of dedicated texture memory, allowing it to display a large number of higher quality textures at a time. Its design will be more straightforward and resemble the Dreamcast in a lot of ways, which should make developing for it a lot easier than the N64. Knowing Nintendo, however, there's bound to be some problem with the console. There always is. The ability to connect it with the upcoming GameBoy Advance is a plus, and will help the console complete with the PS2's expandability.

SCORE: 4/5

Microsoft's X-Box

Hardware-wise, the X-Box looks to surpass every other console out there. In a lot of ways it resembles a PC, but with more power at a much lower price. It unified memory design allows developers to give memory to what needs it the most, which is in direct contrast to the other consoles that all have dedicated amounts of texture memory cache available to them. Also, the X-Box will have built-in hard drive, whereas the PS2's will be separate. Developers will be more likely to take advantage of the X-Box's drive because everyone will have one. The X-Box will be the simplest to develop for and should have the most available power.

SCORE: 5/5

MASTERING THE HARDWARE

All new consoles have a learning curve to them, and it takes several years before developers can come to grips with the hardware and push it to the max. The same will hold true of the PlayStation2, only you'll see greater leaps (visually and gameplay-wise) between generations of games then you have with the current PlayStation.

Remember the vast improvement that *R4* was over the first *Ridge Racer*? Well, just imagine what the final *Ridge Racer* title on PS2 will look like, when *RRV* already looks this amazing.

THE SOFTWARE: SONY'S AMMUNITION

Regardless of how powerful a piece of hardware is, it can't so anything without a steady stream of good software to go along with it. Software is what causes a console to sell like hotcakes or stay on the store shelf and collect dust. The current generation of consoles is a perfect example of this. With little quality support from third-party companies, both Sega and Nintendo lost out to the PlayStation. If you wanted to play the latest *Final Fantasy*, *Resident Evil* or *NFL GameDay*, there was one console you had to have. And that's why Sony has shipped more than 70 million PlayStations throughout the world. In this next generation of consoles, software will once again dictate what consoles gamers will buy. Sony is well aware of this and is going out of its way to entice developers to support the PlayStation2. It seems to be working, because virtually every major company has signed on to do at least one title. Most, however, have at least 3-4 in the works. Since the release of Nintendo'd and Microsoft's consoles are still a way off, PlayStation2 has become the main focus for a lot of companies. A lot of these companies will continue to support the Dreamcast for the rest of this year, but after that, many we talked to are taking a wait-and-see attitude.

To give you a better idea of the amazing amount of third-party commitment that the PS2 has, we've broken it down into short term and long term support. Take a look and see why it's going to be difficult to knock Sony's 128-bit console out of the #1 position.

Short Term (First Six Months)

Despite having a very lackluster Japanese launch line-up, which consoles always tend to have, the PS2 is looking strong for its U.S. debut. All of the big companies, ranging from ElectronicArts to Capcom, will have titles ready for the October 26th launch day. And unlike overseas, there will be at least one game from each genre. Titles like *Madden 2001*, *Tekken Tag Tournament*, *Ridge Racer* and *SSX* will do a lot to sell systems, and that's just on the first day. Sony promises over 50 titles will be released by December 31st, and that another 50 titles will be released by the end of the fiscal year, March 31, 2001. And if that isn't amazing short term support, we certainly don't know what is. The only downside is that no major titles, like *Resident Evil IV* or *Metal Gear Solid*, will be available in the near future. You'll have to wait at least a year for them.

POTENTIAL: 4/5

Long Term (First Two Years)

As far as long term developer support goes, Sony probably couldn't paint a brighter picture if it wanted to. In all, there are around 390 titles in production right now, but that's only in Japan. If you take into account U.S. and European companies, the number jumps up to nearly 450, most of which will be released within the console's first two years of existence That's just staggering. No previous console has had even close to the same level of commitment from the development community.

That just goes to show you the amount of faith that companies have in Sony. Also, just as the PS2 starts to reach a larger number of casual gamers (around Fall 2001), many of the more anticipated titles will be available. You'll be able to play Metal Gear Solid 2, Final Fantasy X, and possibly Resident Evil IV. By far, the PS2 has the greatest potential, game-wise, than any other console before it and gamers are going to want to own one because of that single fact.

POTENTIAL: 5/5

THE BOTTOM LINE

There are still a lot of unknowns in this new generation of consoles, but we have to put our money with Sony. There's already been a large outpouring of support for the PS2 and we highly doubt that any of the two upcoming consoles or the Dreamcast will ever see this level of third-party commitment. That's not to say that companies wouldn't jump ship if they saw a better opportunity. However, almost all of the ones we surveyed were perfectly happy working with Sony and developing for the PS2, so we doubt that would happen. All in all, the PS2 is looking to have an even better software library than the current PlayStation, and that's saying an awful lot.

THE COMPETITION

Sega's Dreamcast

The Dreamcast has an amazing library of games, but third-party support for the console will dwindle towards the end of the year. That is, unless Dreamcast sales climb this Holiday season. Sega is one of the premier software companies, and will support the DC until the very end. That, at least, ensures that DC owners will have a chance to play more AAA titles over the coming year.

SHORT: 4/5 - LONG: 2/5

Nintendo's Dolphin

The Dolphin will launch with a *Mario* game, followed up with several AAA first and second-party titles. *Pokemon* will also be present. Third-party will probably be slow at first, but then pick up as times goes on. Most developers will be cautious, however, as it's always been hard to make a profit after Nintendo's licensing fees.

SHORT: 4/5 - LONG: TBD

Microsoft's X-Box

Microsoft is the true wildcard because we don't know how much support they will really have. Several of the developers we talked to have plans to port over certain PC or PS2 titles to X-Box, but very few are developing original content. Microsoft better have a strong first and second-party system in place to secure a constant stream of quality titles released over the first two years.

SHORT: 3/5 - LONG: TBD

THE A-TEAM:
SONY'S AMMUNITION

When Nintendo first announced its 64-bit console, it also came up with a list of selected companies that were signed on to do games. This list contained the so-called Dream Team that would help Nintendo achieve the number one position in the videogame wars. Well, despite the number and quality of developers on that list, it can't even begin to compare to the A-Team that Sony has on its side. Here are eight of the many companies that plan to support the PS2 in a big way.

Company: Electronic Arts
In the Works: *Madden 2001, The World Is Not Enough, SSX, X Squad*

By far the company most supportive of the PS2, EA has around 30 titles currently in development. This includes its popular sport franchises, several action games, and several of its hit PC titles. Of all the companies on this list, EA will have the most games ready for launch.

Company: Namco
In the Works: *Ridge Racer V, Tekken Tag Tournament, Moto GP*

While not as vocal with its PS2 plans, Namco has several projects in the works for the console. Obviously, *RRV* and *Tekken* will be launch games, but not much is known about *Moto GP*. As with the current PlayStation, we expect Namco to continue support for the PS2 by releasing 3-4 quality titles a year.

Company: Capcom
In the Works: *Street Fighter EX3, Resident Evil IV, Onimusha, Dino Crisis 3*

Capcom has been very supportive of the Dreamcast, thus far, but we predict that its focus will move back over the PS2 next year. Gamers can expect all the popular franchises that appeared on the PS to appear on the PS2. The only uncertainty is if Capcom will be bringing their 2D titles over, as well.

Company: Midway
In the Works: *Ready 2 Rumble: Round 2, Spy Hunter, NFL Blitz*

Supporting pretty much every viable console, Midway also has several games in the queue for the PlayStation2. Most of the games will be ports of the company's exisisting arcade titles, but a few will be original and exclusive to Sony's console. The only launch title, however, will be Gauntlet: Dark Legacy.

Company: Konami
In the Works: *Metal Gear Solid 2, Z.O.E., Silent Hill 2, Silent Scope, ESPN Int. Track & Field*

Metal Gear Solid 2. Need we say more? Konami was singlehandedly responsible for the most impressive game on the PS. Now, it looks to do the same with the PS2. Not only that, but the company's other PS2 titles also look amazing and should do a lot to sell systems.

Company: Acclaim
In the Works: *All-Star Baseball 2002, Shadowman 2, Ferrari 360, SRC*

Acclaim has big plans for the PS2. With around ten titles in development, the company has something for pretty much every gamer. Acclaim's biggest trump card, however, would have to be the Ferrari license, which gives the exclusive rights to publish titles based on the Italian car brand.

Company: Squaresoft
In the Works: *The Bouncer, Driving Emotion Type-S, FFX, FFXI*

If you look at the history of videogames, the console that had the support of Square tends to come out on top. Will that also be the case with the PlayStation2? Well, with games like the *Bouncer* and the next two *Final Fantasy* titles coming out over the next year or so, the chances look pretty good.

Company: Eidos
In the Works: *Tomb Raider PS2, LOK: Soul Reaver 2, Blood Omen 2*

At last count, Eidos had around eight games currently under works, the most obvious of which happens to be a new, PS2 exclusive version of *Tomb Raider*. One of the lesser known titles, *Herdy Gerdy*, was originally going to be released on the Dreamcast, but is now jumping ship over to Sony's console.

THE GAMES THAT WILL LAUNCH THE SYSTEM

Sony has not revealed the official lineup for the PlayStation2 launch yet, but it looks like there's going to between 20 and 30 titles available. Of those, these are the ones that are likely to garner the most interest and get gamers to plunk down their money.

Madden NFL 2001

When the Dreamcast launched, *NFL 2K* was its best-selling title. We expect the same for PS2's *Madden*.

Armored Core 2

SSX

Tekken Tag Tourn.

Ridge Racer V

Summoner

THE COMPANIES; SONY'S ARMY

When it comes to the console wars, a company brand name is of greatest importance. Just look how Nintendo built its videogame mascots into characters that are, by recent tests, better known than even Disney's characters.

A company's name can either give it a head start against the competition, or become a handicap from day one. Let's see how the big players match up in terms of company reputation in three areas that really matter: developers, hardcore gamers, and casual gamers.

PLAYSTATION2

Developers

When Sony first launched the PlayStation, it made an unprecedented effort to woo new developers. Before that time, game makers had been forced to pay huge licensing fees to produced expensive game cartridges. Sony offered the low cost alternative of PlayStation CDs. Developers who made games for the PlayStation enjoyed bigger profits than ever before.

Sony also gave developers plenty of help in making their games. This resulted in a flood of companies abandoning both the Sega Saturn and the Nintendo 64 to create games for the PlayStation.

When Sony introduced the PlayStation2, it had an extremely tough contender: its own reputation. However, Sony stepped up to the plate and offered developers even cheaper production costs, and set up shop to help developers with their first PS2 games.

While some developers have complained about the complexity of the PS2, the overwhelming mood in the development community is support for Sony's console. This is readily apparent in the sheer number of games in development for the PS2. Very few, if any, developers are using the traditional 'wait and see' approach to PS2 development. This is because they've developed a bound of trust in Sony.

SCORE: 5/5

Hardcore Gamers

Perhaps because of its relative youth, or perhaps because of Sony's targeting of the mass market, the PlayStation has not received the rabid support of hardcore gamers. Yes, most hardcore gamers own a PlayStation, but they have not embraced the console with a much fervor as Sega or Nintendo's rabid fans.

However, this is rapidly changing. Because of its phenomenal success, the PlayStation is the home of many games that appeal to the hardest of the hardcore. In fact, within a few years, the number of fans that grew up playing PlayStation games will outnumber those raised on Sega and Nintendo. This generation of hardcore gamers will be loyal to the PS2.

As the PlayStation2 launches with game support in all the classic hardcore gaming genres, it will begin to enjoy the support of the hardcore more than the PlayStation ever did.

SCORE: 3/5

Casual Gamers

Since the launch of the original PlayStation, Sony has made no secrets about its plans to target casual gamers. And looking at the unprecedented installed base of the PlayStation, its plans succeeded beyond anyone's wildest expectations.

The PlayStation itself has become a cultural icon, and casual gamers associate it with videogames in general. The PlayStation2 will benefit from the 70 million PlayStations owners, many of whom will gladly purchase the sequel to the game machine they're most familiar with. The PS2's name may not be original, but it may very well be the best decision Sony ever made.

Let's also not forget the Sony brand name. Even if you don't count the millions upon millions of gamers who know the PlayStation name, look at how many people are familiar with the Sony brand. Quality walkmans, TVs, stereos, computers, and other high-tech devices have been building consumer trust for years. The PS2, will certainly take advantage of that.

SCORE: 5/5

Sony makes no bones about it - they want to take over the world. Well, at least your living room, anyway. Sony sees more competition for PS2 coming from TV shows, movies and CDs than from other gaming systems - they're in a battle for your free *time* as much as your money.

DEVELOPER'S THOUGHT

We asked PlayStation2 developers what they thought about Sony and why they are developing for the PS2. Their responses were almost unanimously supportive of Sony's new system. Following are some of the more interesting and telling answers. It seems that the PS2 has the support of pretty much every developer out there. Why do you think that is?

"At the moment, the PlayStation2 is probably the best machine on the market. Developers are sure to support it. Also, it maintains the same basic elements as the original PlayStation, making it easier to program for."

Kodutsumi-san
Director, Kessen
KOEI

"In one word... Confidence... They have shown that they are aggressive and plan to control the industry. The sales of PlayStation 1 were amazing. They have the complete support of the retailers and the developers at this point. The only risk I see is them underestimating the strength of their enemies."

Mark Burke
Product Development
Crave Entertainment

"[Developers will support PS2] because every developer knows that it will be successful. Just look at the software penetration in terms of software to hardware ratios, sales volumes for the top selling titles and Sony's market share, and that translates to no-brainer kind of decision."

David Perry
Founder, Shiny Ent.

"Five years ago Sony brought the first mass market entertainment console namely PS1. The hardware sold over 26 million units in North America. It also allowed a reasonable quantity of games to sell over 1 million units. Everybody considers SCEA able to break the record with PS2."

Francis Lourdin
Sen.Producer, Infogrames

"Sony has clearly established a strong reputation with the PlayStation. I think there was a general assumption that they could follow this up with the PlayStation2, and if enough talented developers make this assumption, it then becomes a self-fulfilling prophecy."

Ken Levine
Creative Director
Irrational Games

"Sony is a great hardware company to work with. Unlike certain other hardware companies, they are kind to third parties and developers. So Developers want Sony to win."

Jason Rubin
Founder, Naughty Dog, Inc.

The COMPETITION

Sega's Dreamcast

Developers
The Dreamcast is home to many wonderful games, however, most of these are from Sega's own development teams. Third party developers have bought into the Dreamcast, however, their support has slowed to a trickle in the wake of the PS2.

SCORE: 3/5

Hardcore Gamers
Sega enjoys what may be the most rabid brand following of hardcore gamers. Even though the platform does not have as many games as its competition, the hardcore adore the Dreamcast.

SCORE: 5/5

Casual Gamers
Unfortunately for Sega, the company has not been able to convert its strong hardcore following over to the casual gamer. This is evident in the low worldwide installed base of the Dreamcast. To succeed, a game platform must reel in both the casual and the hardcore.

SCORE: 2/5

Nintendo's Dolphin

Developers
After years of charging exorbitant fees to developers, Nintendo has built for itself a bad reputation in the development community. Even though the company has promised to lower fees, many developers have already turned to other alternatives. Nintendo's 'Dream Team' developers continue to thrive, however, because of the lack of competition.

SCORE: 2/5

Hardcore Gamers
Nintendo has perhaps the richest history of any console company in terms of game quality. However, its reputation as a kiddy game console has kept it from appealing to hardcore gamers as they mature.

SCORE: 4/5

Casual Gamers
Mario is actually better known than Mickey Mouse, which is a phenomenal testament to the power of Nintendo. However, Nintendo has not made nearly as deep a cultural impact in recent years as it did in the past and that recognition will dwindle with time.

SCORE: 5/5

Microsoft's X-Box

Developers
While japanese and traditional console developers have been less than enthusiastic about X-Box, PC gamer makers have embraced the console wholeheartedly. Because its design environment is very similar to the PC, those game makers feel comfortable porting their games and making new titles.

SCORE: 3/5

Hardcore Gamers
Hardcore gamers have little or no attachment to Microsoft in terms of gaming. In fact, the association for many is actually negative.

SCORE: 1/5

Casual Gamers
Casual gamers are very familiar with Microsoft and may trust the brand name when it comes to purchasing a console. However, Microsoft owns very few mass-market friendly videogame franchises that it can rely on for launch.

SCORE: 3/5

THE FUTURE: SONY'S BATTLE PLAN

One major key to success in the videogame wars is a clear, aggressive battle plan. A look back at past console wars show us the strategies that guaranteed victory and the ones that insured failure.

Remember how well Sega ambushed Nintendo with aggressive marketing for Genesis and a lineup of killer sports titles? Look at how things shook out in the last generation. Sony conquered with the strong support of developers and casual gamers, Sega turned developers off with the Saturn, and Nintendo was stuck in the past with its cartridge-based N64.

While it's easy to see battle plans hindsight, it's more difficult to recognize where a company is headed in the present. Let's take a look at what we know about the plans for each platform...

PLAYSTATION2

Short-Term

Sony's short-term plan is essentially a land grab. The company has already made an impact with developers, which is evident in the consoles unbelievable launch support.

Sony is predicting that we may see as many as 100 PS2 games as early as March 2001. The company also plans to ship 10 million PS2 units worldwide by the end of the year. Judging by current sales momentum, Sony will sell every unit it can produce.

The short term plan is to become the established market leader before Nintendo or Microsoft even launch their consoles. If Sony can make itself the lead console right from the start, the others may always seem like secondary consoles. So far the plan looks like it's working well.

Long-Term

Sony wants nothing less than total domination of the videogame market, and it has a long term plan to get it. Basically, it's simple: give the three most important sectors of the videogame industry what they want. Developers want a huge installed base, technical support, and a powerful machine to work with. Retailers want big profit margins and games that will sell. Gamers want lots of games at affordable prices. Sony is on track to do all three.

THE COMPETITION

Sega's Dreamcast

Short Term

Sega is desperately struggling to salvage the future of Dreamcast. Sega has already tried price drops, rebate offers, and everything else under the sun to make the Dreamcast catch on globally. Unfortunately, it isn't working very well.

Long Term

Sega must decide wheter it can continue to fight with the big boys in the console market, or instead, pull up shop and become a game maker. A follow up to the Dreamcast is already in development, but Sega will be hard pressed to absorb more losses after so many years of rought water.

Microsoft's X-Box

Short Term

Microsoft's short term goal for the X-Box is to establish the console as a contender in both the minds of gamers and developers, and to find exclusive titles to bolster its growing list of PC ports. The jury is still out on both counts.

Long Term

Microsoft want to build on its success in the PC market and take over the living room as well. This means that Microsoft must establish the X-Box not only as a PC game port machine, but also a home for traditional console genres.

Nintendo's Dolphin

Short Term

Nintendo seems disinterested in the short term in its plans for the Dolphin. Right now the company has targeted its focus on the wildly successful Game Boy and its successor, and also the company is trying to squeeze as much as it can get out of the N64. Nintendo and Rare are already working on blockbuster Dolphin launch titles, however.

Long Term

Some feel that Nintendo is content with its current position, and is happy to control a small, but still lucrative section of the videogame market. The company must, however, deliver games that will hold on to the kids that graduated the Nintendo 64. To do this, the company needs to woo back third party develeopers who've left for more rewarding consoles.

THE CONCLUSION

After spending time talking with countless developers and writing this feature, we can only come to one conclusion. This is Sony's war to lose. If the company continues with its plans and delivers what it promises to the gamers, then there should be no reason why the PlayStation2 should fail. Despite its apparent limitations, the hardware still has plenty of untapped power and potential within it. Games will continue to improve, in all aspects, over the next few years and the problems that are present today will soon be distant memories. Also, Sony's proposed broadband network should be up in the next year or so, allowing millions of gamers to communicate and compete against each other online. It truly will be a future to look forward to. Now, what of Sony's competition?

With the strong buzz and support behind the PS2, Sega is going to have a hard time pushing the Dreamcast. Hardcore gamers have already adopted the system, but it's the casual gamers that Sega needs to entice. That's going to be hard considering that third-party support is slowing down. Sega, like Nintendo, will have to rely on its own development teams to keep the console alive. Sadly, it's starting to look like the Saturn all over again. Still, the company's plans to take gaming online are very exciting, and should peak a lot of interest once the network is actually up and running. If it doesn't work out, though, Sega is doomed.

Nintendo will launch the Dolphin to much success, with the help of Mario and Pokemon, but the third party support won't be there in full force. Companies are more eager to develop for the sure thing (PlayStation2) and the more powerful console (X-Box), leaving Nintendo to once again drive sales of it console alone. If Dolphin sales do soar however, then companies may shift a bit of focus from PS2 and X-Box development and release titles for it. Despite this, the Dolphin is looking to end up like the N64 - profitable, but not number one.

X-BOX is still a wild card in this whole thing. Microsoft, despite being the new kid on the block, has plenty of clout and a ton of money. It's also managed to design a console that's both powerful and extremely easy to develop for. Practically every PC developer will end up doing something for the system, and several console-exclusive companies have also expressed interest. The one thing working against it, though, is the fact that the X-Box will probably be the last console released. The PlayStation2 will have a good year head start and the Dolphin should have at least a few months. Dreamcast, if it's still around, will have a well-rounded and robust library of game, as well as an extremely low retail price. It's going to be an uphill battle for Microsoft, but we're sure they're prepared.

While the facts and opinions expressed in this feature seen to predict the success of the PS2, nothing is certain in this industry. No company has ever really dominated two generations in a row. Sony has definitely got a tough fight ahead of it, but it's not one to back down from strong cometition. Neither are Sega, Nintendo and Microsoft.

The Future of PlayStation 2

by: PlayStation 2 Official (UK) 2000 #12

So, PlayStation 2 is future-proof - but what does that actually mean? SCEE's Director of Technology Paul Holman explains.

Director of Technology Paul Holman: based in London, but reports direct to Tokyo R&D.

The PlayStation 2 -not a games console, remember, but a 'computer entertainment system'. How so? Well this incredible machine has the potential to become the potential to become the centre of a complete home entertainment set-up, with videogaming at its heart. It can already play CDs and DVDs, but PS2 will soon be able to connect to the internet, support online gaming, act as an editing suite for home movies and link-up to your mobile phone. These are all technologies which will irrevocably change the videogame landscape in the very near future. SCEE's Paul Holman is in charge of nurturing new PS2 technology and providing support to games developers worldwide. Here he explains what is all means...

INTERNET COMPABILITY

"The PS2 could have easily been made internet compatible out of the box, but we think the days of the narrowband internet format are numbered. Basically, we're waiting for the opportunity to take advantage of broadband connections when you'll be able transfer data to the PlayStation 2 at much higher speeds. Current modems are limited to the speed of audio traffic on telephone lines - 56KB per second. Our definition of broadband is at least 2MB per second. With all-digital local servers, there'll be fixed times for delivering content and less 'latency'."

BROADBAND

"We should have our broadband network up and running by the middle of next year. The most widespread means of connection will be through CATV networks, which are in place in many UK homes already, but there will be a number of other options for connection to broadband - and now I'm talking about developments underway at companies other than Sony so I can't really elaborate - which will allow access to many more PS2 owners. The next step is ADSL, but other options will soon become available."

HARD DISK DRIVE

"The hard disk drive (HDD) and broadband modem - or Ethernet connector - will come in the same package, and will hopefully be available from next summer. It'll plug straight into the Ethernet port of CATV set-top boxes for broadband internet access. It's necessary to build the hard disk drive and Ethernet connector together, since the most important development for us is the ability to distribute content via the internet.

"Again, this is a development which should come to fruition sooner than first thought. You will actually be able to download a whole PlayStation 2 game to your HDD. It's basically a distribution tool, but the details of the implementation system haven't yet been decided. I can certainly see a situation whereby you could arrange to 'rent' a game for a short period - internet distribution immediately gives more flexibility to the game-buying process. The memory capacity of the hard disk drive hasn't been confirmed yet, but I can assure you it will be big. As big as the hard discs on current, top-of-the-range PCs."

ONLINE GAMING

"It's something I expect to happen naturally when the broadband modem and HDD are launched. Many third-party developers are already in possession of the technology we are using, and there are an increasing number of middleware creators working on the online gaming side of things. A lot of the companies currently developing online games for PS2 already have experience in creating online games for the PC, so we're not envisaging too many problems. We also hope that these developers will be able to create cross-platform games, allowing PS2 owners to play against PC owners online.

"The first games will probably be the usual flying games, driving games and first-person shooters. I think the concept of persistent game worlds will become more popular, and certainly something like *Everquest [a PC game developed by Verant, now owned by SCEA]* could make good use of the HDD and internet connection. The model of downloadable content will certainly make people think about developing games in an episodic format."

USB MODEMS

"You will probably be able to buy a USB modem for PS2 in the UK around springtime next year. There won't be an official Sony USB modem, but there may be an arrangement such as existed with Namco's G-Con lightgun - for example, a USB modem may come packaged with a third-party PS2 game for online play at existing narrowband speeds."

DIGITAL CAMERAS

"This is one of the elements I'm most excited about. I would have thought that early next year you will see a PS2 software program which can store and manipulate digital images. Many people will want to print out images, and that's where the Popegg printer comes in. With an internet connection, you'll be able to mail your pictures to a central service for high-quality printing."

"There are already a group of developers working on incorporating digital face scans into their games."

DIGITAL VIDEO CAMERAS

"DV cameras will be able to connect via the i-Link port. Software will allow you to edit home movies on PS2 and email them to friends. In fact, PS2 will make for a par-

HOW IT WORKS: ONLINE GAMING

PS2 connects to a modem, either narrowband as shown here, or broadband for greater bandwidth. You can then play against distant friends online. When the hard disk drive arrives, e-distribution of complete games will be possible. Downloadable content may eventually render DVDs obsolete.

ticularly good home editing suite because the graphics chip is specifically designed to deal with fast-moving real-time images.

"I've been playing with a system which allows a DV camera or Webcam device connected to PS2 to recognise the movements of a player. I'm hoping that developers may be able to experiment with game control in this way. One of my own dreams is to create a less artificial method of interfacing with PS2."

MOBILE PHONES

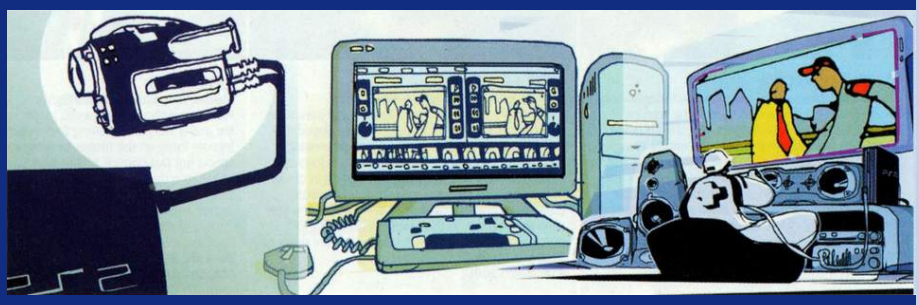
"This is an area we're very interested in. You'll soon be seeing PocketStation-style games on mobile phones. PS2 developers will be able to include mini-games specifically for download to mobile phones, the aim being to better your statistics or exchange data with friends. You could send a high score to a central location and then receive a message if that score is bettered, encouraging you to pick up the game again.

"I know one of the first major games to use this mobile phone format will be a football management game, and I can see that taking off in a big way..."

POTENTIAL PERIPHERALS

Extras which have just been confirmed, and will be heading your way soon.

Thanks to the PS2's socket-rich exterior, you will soon be able to attach a host of other peripherals. Initially Sony will lead the way with essential add-ons such as the GT Force steering wheel, developed jointly with Logitech, and due to launch alongside *Gran Turismo 3*. Infrared Dual Shock 2s, a DVD remote control, and Memory Stick adapters have also been confirmed by Sony. But third-party companies are also keen to satisfy players' needs for game-specific interfaces. For example, Ubi Soft's *Jungle Book Rhythm 'n' Groove* will come to the PS2 packaged with a dance pad created especially by French company Guilemot. Expect the shops to soon be besieged by a shoddy flood of non-official joypads, steering wheels, bizarre glove controllers and lots of other things that look like PSone peripherals with a '2' on them.



HOW IT WORKS: DIGITAL VIDEO CAMERAS

The digital video (DV) camera connects to PS2 via the i-Link port. Home movies can be stored on the hard disk drive and software will allow you to use PS2 as an editing suite. You can then email completed home movies to a friend.

The Final Countdown

by: PlayStation Official (NZ) 2000 October

GAMERS ALL FIRED UP FOR PLAY-STATION 2

The launch of PlayStation2 on November 30 is just a few weeks away. And Sony has finally confirmed the price - $749. Sony also expects over 20 PlayStation2 titles will be available at the lauch of PS2 - a new record. It's expected around 40 games will be released by Christmas.

The New Zealand launch is also November 30, with the price NZ$899.

Many gamers will be disappointed by the release date, as it was expected the console would launch worldwide on October 26. The US release date is still October 26, but Europe is now November 24 and Australia and NZ on November 30. The delay was because of the unprecedented demand for PS2 in Japan, where Sony has already sold over 3.5 million consoles. And Sony says it needs an extra week beyond the European launch due to DVD zoning requirements.

Demand for the PS2 has far outstripped Sony's own projections and the console is commercially out-performing its predecessor. The original PlayStation sold around 400.000 units in a month in Japan and it took six months to sell a million, indicating PS2 is almost four times as popular.

Sony Australia says the delay was necessary to ensure there was plenty of stock when PS2 is launched. "Our objective is to have as much stock as possible available before we launch PlayStation2 in Australia, as feedback from consumers indicates there will be strong demand for the new computer entertainment system," said Michael Ephraim, Managing Director of Sony Computer Entertainment Australia. In announcing the price and adjusted release date, Chris Deering, President of SCE Europe, said, "the performance of PlayStation2 continues to exceed even the most optimistic forecasts in Japan. In fact, we will be shipping many times the number of PlayStaion units when it was released in September 1995 [November 1995 in Australia]. We belive that our recommended retail price point represents great value for money for consumers offering interactive entertainment, DVD-video and future-proof technology poised to lead the broadband revolution."

Since its debut on March 2 this year, PlayStation has shipped over three million units in Japan, making it the most successful electronic entertainment product launch ever. Ken Kutaragi, President and CEO of Sony Computer Entertainment, said "SCEI has shipped its three-million unit in Japan, this record-breaking strong demand supported by an impressive range of software titles allows us to look to the future with great confidence. Just as PlayStation brought interactive gaming to an unprecedented mass market, PlayStation2's combination of breathtaking digital graphics, superb sound and DVD video will open the doors to a new computer entertainment experience in the home."

Sony expects to sell 10 million PlayStation2 units by March 2001, including over three million in the PAL territories of Europe, Australia and NZ.

Meanwhile, Sony Australia expects that the tiny PSone will be available from early to mid-November. The PSone will totally replace stocks of the original PlayStation console and be exactly the same price - bargain!

I Wanna Play Too!

by: PlayStation Official (NZ) 2000 October

THE GAMES TO LOOK FOR ON LAUNCH DAY

Gamers look likely to be spoiled for choice when the PlayStation2 is launched in this country. Along with expected giants like, *Ridge Racer V* and *Tekken Tag Tournament*, big games like *FIFA 2001, Fantavision, Timesplitters, Kessen* and *Summoner* have been confirmed for launch day. Here are PSM's thoughts on some of the biggest launch games.

Tekken Tag Tournament - the fighting king returns to the ring. Features outstanding graphics, loads of characters, the ability to swap between characters during fight, and a hilarious and fun Tekken Bowl mini-game.

Ridge Racer V - the arcade racer that's so fast it gives nosebleeds. The gameplay mightn't be revolutionary, but this fast-paced racing action that is great fun whether alone or with a mate.

Fantavision - quirky firework puzzler. A bizarre title, but a wonderfully engaging experience. It's a dazzling firework simulator, but plays like a puzzle game. The PAL release will offer a simultaneous two-player mode.

FIFA 2001 - the soccer giant kicks another goal. A gob-smackingly spectacular soccer sim, complete with frighteningly realistic player facial animations.

Timesplitters - chaotic blasterama from the makers of *Goldeneye*. Playing modes include a co-operative story mode where you and a mate can blast your way through hoardies of enemies and loads of multiplayer action.

SSX - snowboarding with a twist. Jostling other boarders as you hurtle down the spectacular slopes is hilarious. There are seven courses and loads of tricks.

Summoner - spectacular role-playing game that should have a mass-market appeal. You control a character with the ability to summon creatures. There are over 20 creatures that join your party and include massive dragons. But it's the incredible 3D environments that really impress.

Midnight Club - fun racing game based on illegal Japanese road racing. You can race through the streets of London, New York and many other cities, and there's a *Driver*-like story mode to plough through. The sense of atmosphere is fantastic. There's a slew of cars available, and the graphical detail is stunning.

Smuggler's Run - Rockstar's second launch title. As the eponymous smuggler, you burn across the American countryside to collect and offload illicit goods. You'll be bouncing over hills, tearing through vales, and ploughing through Mexican border towns. You can use the roads, but you'll only attract the police.

Kessen - the epic Japanese strategy game that was one of the first PS2 titles unveiled. We thought this would never get a PAL release, but EA is giving local gamers the chance to control those epic horse and warrior battle scenes.

Wetrix 2 - the sequel to the addictive puzzler that involved building up walls to keep water from spilling out of the player area. Solid, addictive puzzling, and with PS2's water rendering abilities, it should look an play utterly dreamy.

Blueprints to Bold Reality

by: PlayStation Official (NZ) 2001 Jan/Feb

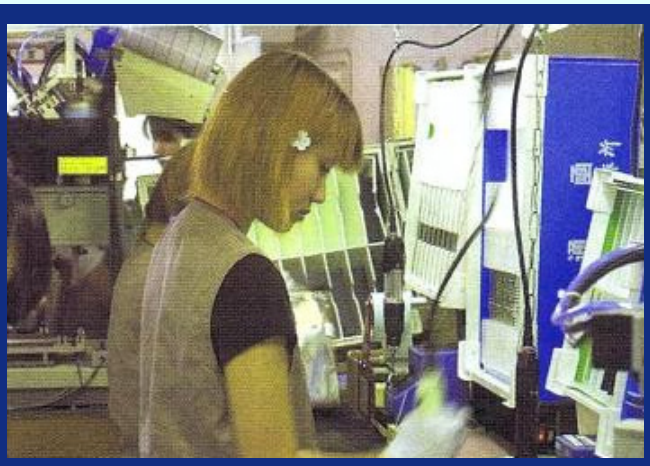
Shinchi Okamoto, Senior Vice President of Research and Development of Sony Computer Entertainment Japan, talks about his involvement with PS2.

Since the PS2's March 1999 launch in Japan, it immediately began to revolutionise home entertainment. The PS2 has been so widely demanded that it has a faster 'take-up' rate than any machine of its kind. Sales have mimicked this popularity since the local launch, just under two months ago.

How many years has Sony been working on the project? "The project really began five years ago, but it was about four years ago that the plan began to take definite shape and a substantial number of engineers began working on the project."

Many developers have said that it is difficult to develop on the system. What is your opinion? "At this moment in time, I certainly think it's correct to say PS2 is a difficult game to master. We who are involved in design and development challenge our game designers. We tell them, "We're making very difficult hardware, so try to master it!" This is what they have in their minds as they design the games, so at the moment it certainly should be a difficult process. But at some point they definitely will master the hardware. That's when I think it will be time for us to come out with PS3."

When you were creating PS2, where you designing your ideal machine or did you design it with a specific consumer profile or developer in mind? "That actually changes depending on the phase. When we are still at the planning or survey stage, we start off with our own image of the ideal game machine. As we progress, the focus changes to what the creators, game programmers and game planners visualises as the ideal game machine. Then when it comes to the actual design of the game box, colour, and overall product image, we need to think about who is going to buy the game and where they'll be using it. In this case, we envisage a range of people and situations, such as the family enjoying TV and PS2 in their living room, or the person living in a room in an apartment complex who plays the games for several hours at a time."



The Creators behind PS2 have deliberately made it hard for developers to produce games to ensure the console has a minimum lifespan of six years.

Of the games that have been released so far, how much of the PS2's power do you think they are using? "I imagine it's about 50 to 60 percent. I think it would be extremely difficult to completely use 100 percent, but in about two years I expect that we will have game software that can use 80 to 90 percent of capacity."

Have you started thinking about the next PlayStation? " When we're making something, to a certain extent we're already visualising what we're going to make next. In particular, around the time when a certain generation of game machines or computers goes on sale, naturally we're thinking ahead about what's going to happen with the next generation, or perhaps even the generation after that. For that reason, we're probably always thinking about the kind of machines we'll have up to 10 years in the future.

HIGH FLYER

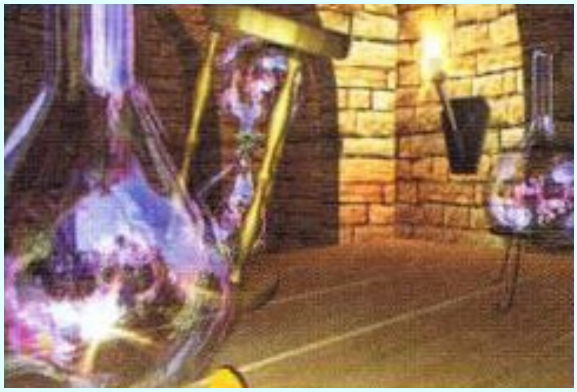
by: PlayStation Official (NZ) 2001 Jan/Feb

A sneaky peek at the future of PS2 - and beyond...

Clutching a bright blue plastic stick that looked suspiciously like a toy lightsabre, PSM (PlayStation Official Magazine) found itself standing in front of a TV showing a cartoon cauldron boiling with bubbles. Apparently the 'sword' in our hands could directly control a little blade that popped up on-screen. Sure enough, a few tentative stabs at the screen made the rendered sword dance around mimicking our movements. So far so good, but what made it better was that each time the blade 'hit' the bubbles pouring from the pot, they'd bounce off and dip back down. True interaction.

So how does it work? Surprisingly, it's relative simple. "We just took a cheap Web camera and plugged it into [the] PS2's USB socket," explains Paul Holman of Sony R&D. "Then we got hold of some code that we'd used for an earlier tech demo and wrote a simple driver that enables the camera to recognise objects' movement."

While it's only intended to show developers what's possible, in theory this technology could be implemented in games very soon, as it requires nothing more than the camera and a few bits of brightly coloured plastic to work.



Will the future see us flapping around the futuristic tracks of Wipeout 8? Hope not...

The second feature is tentatively named the 'flying' demo on the grounds that it revolves around flying above the huge green swathe of land. PSM took up position in front of the camera and with arms held aloft, mimicking the wings of a bird. As we began to 'flap', the screen shifted and the camera began to soar across the landscape. The harder we flapped, the faster the 'bird' flew. This was a free-roaming area, too - spreading our arms wide and dropping our shoulders to the left made the camera shift sharply to the left. When we stopped moving, the bird began to drop to the point where you could see the shadows of a giant eagle rushing across the landscape. Of course, it begged the question: what would happen if you just dropped your arms? We did try, but sadly it ended in tragedy.

The possibilities for next-gen shooters or flying games are endless.

2K Games

Type	*Subsidiary*
Founded	*January 25, 2005*
Parent	*Take-Two Interactive*
Headquarters	*Novato, California, U.S.*
Key people	*David Ismailer (President)*
Website	*2k.com*

2K Games, Inc. is an American video game publisher based in Novato, California. The company and its 2K Sports division were founded in January 2005 by Christoph Hartmann, David Ismailer, Jason Argent and Greg Thomas, as a subsidiary of Take-Two Interactive. 2K Games is Take-Two Interactive's second publishing label, after Rockstar Games, and houses all of Take-Two Interactive's development studios, apart from Social Point and those suborganized under Rockstar Games.

On January 24, 2005, Take-Two Interactive acquired Visual Concepts and its Kush Games subsidiary, as well as the intellectual property of the 2K sports game series, from Sega for US$24 million. The following day, Take-Two Interactive announced that they had established 2K Games, making use of the 2K trademark for the name of the new publishing label. 2K Sports, a division dedicated to 2K Games' sports titles, was established alongside. The new company would from then on manage Take-Two Interactive's development studios, Visual Concepts, Kush Games, Indie Built, Venom Games, PopTop Software and Frog City Software, which were split between 2K Games and 2K Sports depending on the developer's primary genre.

In a five-alarm fire on January 21, 2006, the administrative and marketing portion of 2K Games' offices was heavily damaged. On June 15, 2007, 2K Games announced that they had closed their offices in New York City and would move to a new location on the West Coast, namely Novato, California, together with 2K Sports. On September 10, 2007 Take-Two Interactive opened 2K Play as a new division of 2K Games. 2K Play would henceforth focus on family-friendly titles.

2K Czech

Formerly	*Illusion Softworks, a.s. (1997–2008)*
Type	*Subsidiary*
Parent	*2K Games (2008–2017)*
Founded	*12 August 1997*
Founder	*Petr Vochozka*
Defunct	*2017*
Headquarters	*Brno, Czech Republic*

2K Czech, s.r.o. (formerly Illusion Softworks, a.s.) was a Czech video game developer based in Brno. Founded as Illusion Softworks, by Petr Vochozka in August 1997, the company was acquired by Take-Two Interactive in January 2008 and subsequently organized under the 2K Games label, becoming 2K Czech. The company was merged into Hangar 13 in 2017.

Illusion Softworks was established by Petr Vochozka on 12 August 1997. In September 2007, several Illusions Softworks employees left the studio to found The Easy Company, which went on to produce MotorM4X (2008). On 8 January 2008, Take-Two Interactive announced that they acquired Illusion Softworks for an undisclosed sum. As a result of the acquisition, Illusion Softworks became part of Take-Two Interactive's 2K Games label under the name 2K Czech. According to Take-Two Interactive's chief executive officer, Ben Feder, the agreement was made to expand the company's *"strategic focus on owning high-value intellectual property"*. In July 2011, several people formerly of 2K Czech and Bohemia Interactive opened Warhorse Studios, which would produce Kingdom Come: Deliverance.

In September 2011, 40 staff members were laid off from the company's Brno studio, with another few personnel made redundant in its Prague studio. Both studios previoulsy housed a total of 200 staff, wherefore around 25% of them had been cut in the layoffs. On 10 January 2014, 2K Games announced that 2K Czech's Prague office was to close, and that 10 staff as well as the development of Mafia III would be relocated to 2K Games' headquarters in Novato, California, with the most other staff moved to 2K Czech's remaining Brno studio. In 2017, the studio was quietly merged into Hangar 13.

2K Los Angeles

Formerly	*Kush Games, Inc. (2002–2007)*
Former type	*Subsidiary*
Founded	*January 2002*
Founder	*Umaro Mayer*
Fate	*Dissolved*
Defunct	*2008*
Headquarters	*Camarillo, California, U.S.*

2K Los Angeles (formerly Kush Games, Inc.) was an American video game developer based in Camarillo, California. Founded by Umaro Mayer in January 2002, the company was part of Visual Concepts, which itself was a part of Sega. Both Kush Games and Visual Concepts were sold to Take-Two Interactive and subsequently became part of their new 2K Sports label. Kush Games was renamed 2K Los Angeles in February 2007 before being shut down in 2008.

Kush Games was founded by Umaro Mayer in January 2002 to develop video games with a focus on non-violence. Kush Games exclusively developed sports games together with its parent company, Visual Concepts, and for Sega, Visual Concepts' parent. On January 24, 2005, Visual Concepts and Kush Games were acquired by Take-Two Interactive for US$24 million. The publisher's 2006 Form 10-K filing later showed that a total of US$32.2 million had been paid to Sega for the acquisition of Visual Concepts and affiliate properties by January 2006. On January 25, 2005, the day following the acquisition, Take-Two Interactive announced their new publishing label, 2K Games, and its 2K Sports division, the latter of which would henceforth manage Visual Concepts and Kush Games.

In February 2007, Kush Games was rebranded 2K Los Angeles. The company's founder and until-then President, Mayer, left the company and was succeeded by Graeme Bayless. Mayer, together with partner George Simmons, went on to found Zindagi Games in July 2007. 2K Los Angeles was shut down in 2008.

The 3DO Company

Former type	*Public*
Founded	*September 12, 1991*
Founder	*Trip Hawkins*
Fate	*Bankruptcy*
Defunct	*May 28, 2003*
Headquarters	*Redwood City, California, U.S.*
Website	*3do.com*

The 3DO Company (formerly THDO on the NASDAQ stock exchange), also known as 3DO, was an American video game company. It was founded in 1991 by Electronic Arts founder Trip Hawkins, in a partnership with seven companies including LG, Matsushita (now Panasonic), AT&T Corporation, MCA, Time Warner, and Electronic Arts itself.

Trip Hawkins wanted to get into the hardware market after the software market exploded with interest thanks to his involvement at Electronic Arts. When the company was first founded, its original objective was to create a next-generation CD-based video game system called the 3DO Interactive Multiplayer, which would be manufactured by various partners and licensees; 3DO would collect a royalty on each console sold and on each game manufactured. The 3DO console launched in October 1993 at the price of $699. Poor console and game sales trumped the enticingly low royalty rate and proved a fatal flaw. While initially attracted by low royalties, dropped support for the console as its games failed to sell. Though the company's financial figures dramatically improved in the fiscal year ending March 1995, with revenues nearly triple that of the previous fiscal year, they were still operating at a loss. In January 1996, The 3DO Company sold exclusive rights to its next generation console, M2, to Matsushita for $100 million. Thanks in part to revenues from the sale of M2 technology to Matsushita and other licensees, in the first quarter of 1996 the 3DO Company turned a profit for the first time since it was founded, with a net income of $1.2 million. Over the second half of 1996, the company restructured to focus on software development and online gaming,

It went bankrupt in 2003 due to poor sales of its games.

505 Games

Type	*Subsidiary*
Founded	*2006 (as 505 Game Street)*
Parent	*Digital Bros.*
Headquarters	*Milan, Italy*
Employees	*151*
Website	*505games.com*

505 Games S.r.l. is an Italian video game publisher founded in 2006, and is a subsidiary of Italian company Digital Bros. S.p.A. The company publishes games globally for leading platforms along with console and handheld systems such as Nintendo, Microsoft, and Sony, as well as for mobile devices and social networks. 505 Games headquarters is located in the city of Milan, Italy. The company also maintains divisions in Milton Keynes, United Kingdom; Los Angeles, United States; Lyon, France; Munich, Germany; Madrid, Spain and a network of distribution partners.

The company transitioned from being an Italian games distributor to a global games publisher, offering a broad selection of titles for players of all ages and levels. In March 2015, Digital Bros, through subsidiary 505 Games, purchased 2.67% stock of Swedish game developer Starbreeze Studios.

Since its founding in E3 2006, the company has published several major titles such as Sniper Elite III, Payday 2, Assetto Corsa, Brothers: A Tale of Two Sons, Terraria, How to Survive, Defense Grid 2, Deep Black, Rocket League, ABZU, ADR1FT, and Virginia. The company found its early success through its video games such as Cooking Mama and Zumba Fitness.

In October 2016, 505 Games has announced through Koji Igarashi, their collaboration in publishing Bloodstained: Ritual of the Night from Igarashi's own ArtPlay, DICO and Inti Creates, though Inti's involvement has been reduced.

In April 2015, 505 Games was awarded the title of Best Indie Games Label at the MCV Awards.

989 Studios

Former type	*Subsidiary of Sony Computer Ent.*
Founded	*1995 (as SISA)*
	2001 (relaunch)
Defunct	*2000 (original)*
	2005 (relaunch)
Owner	*SCEA*
Headquarters	*Los Angeles, United States*

989 Studios was a division of SCEA that developed games for the PlayStation consoles and Windows computers. Their games include EverQuest, Twisted Metal III, Twisted Metal 4, Syphon Filter, Syphon Filter 2, Jet Moto 3, Bust a Groove, and others. It now exists as the 989 Sports brand owned by SCEA that produces sports games.

The 989 Sports name developed from a long history of name changes and corporate shuffling within Sony centered around operations in Foster City, California. In August 1995, the video game business of Sony Imagesoft was merged with the product development branch of SCEA, becoming Sony Interactive Studios America (SISA). On April 1998, SISA was renamed 989 Studios, after the street address of the building they worked in at the time (989 E. Hillsdale Boulevard, Foster City, California). The part of 989 developing EverQuest (and other online and PC games) broke off to become an independent studio named Verant Interactive in early 1999. On April 1, 2000, 989 Studios was merged back into SCEA as a first party development group, in order to prepare for the then-upcoming PlayStation 2. SCEA continues to release sports games under the 989 Sports brand. Subsequent reissues and sequels to 989's games are published under the SCEA name instead of the 989 name.

989 Studios was also working on many unreleased video games that were cancelled before completion, including Dark Guns, Sorcery, Warhawk 2, Barnstormers and The Diabolical Adventures of Tobu.

Atari, Inc.

Founded	*July 26, 1972*
Founders	*Nolan Bushnell*
	Ted Dabney
Defunct	*July 1, 1984; 33 years ago*
Fate	*Closed, properties sold*
Successor	*Atari Corporation, Atari Games*
Headquarters	*Sunnyvale, California, United States*

Atari, Inc. was an American video game developer and home computer company founded in 1972 by Nolan Bushnell and Ted Dabney. Primarily responsible for the formation of the video arcade and modern video game industries, the company was closed and its assets split in 1984 as a direct result of the North American video game crash of 1983.

Atari was named after Japan's centuries old classic, Go. The term "atari" is used by Go players to politely inform their opponent that they are about to be overrun. The company was created in 1972 with money earned by Bushnell's first game Computer Space. While this initial game was not considered to be a success financially, it seeded the ideas for the game Pong, which would become the first gaming classic the gaming industry would see. By most gaming historians, this is considered to be the true birth of the gaming industry.

Several financial problems would eventually lead to the sale of Atari to Warner Communications in 1976 for $28 - $32 Million (est .).

In 1977 Atari was able to release what would become their lasting legacy, the Atari 2600.

In July of 1984, a $240 million deal was struck between Atari and ex-head of Commodore, Jack Tramiel, and all of Atari was sold except for the small coin-operated arcade business, Ataritel. Warner retained the arcade division, continuing it under the name Atari Games and eventually selling it to Namco in 1985. Warner also sold Ataritel to Mitsubishi.

Atari would eventually be renamed Atari Corporation and would never be able to regain control of the console market, or have the same amount of clout that they had during the peak of the 2600's popularity.

"giantbomb.com"

Atlus

Type	*Kabushiki gaisha*
	Subsidiary
Founded	*April 7, 1986 (Atlus Co., Ltd.)*
	September 5, 2013 (Sega Dream Corp.)
Headquarters	*Setagaya, Tokyo, Japan*
Parent	Sega
Employees	*210 (2017)*

Atlus Co., Ltd. is a Japanese video game developer, publisher and distribution company based in Tokyo, and a subsidiary of Sega. It is best known for developing the Megami Tensei, Persona, Etrian Odyssey and Trauma Center series.

Atlus began in April 7, 1986 as a video game developer of computer games for other companies. In January 1987, Atlus started selling amusement equipment. It expanded into the sale of karaoke equipment in March 1989. Atlus released the first video game under its own name in 1989: Puzzle Boy for the Game Boy.

Atlus started in the arcade industry in the 1990s by manufacturing its first arcade video game, BlaZeon, in 1992. In 1995, Atlus launched Print Club Arcades in partnership with Sega. In its goal to further increase its presence in the amusement industry, Atlus acquired the manufacturer Apies from Yubis Corporation in 1999. Atlus suffered from deficit financial results in both 1999 and 2000. To address the issue, Atlus established a management reform plan in 2001. In its restructuring efforts, Atlus sold two subsidiaries (one of them being Apies) to their respective employees as part of a management buyout.

On 30 August 2010, Index Holdings announced its merger with Atlus. Although fans were concerned about the company's future, CEO Shinichi Suzuki said that Atlus would continue to provide the "finest quality game experiences possible" and the merger "further strengthens the foundation of Atlus, both in Japan and here in the United States." After the dissolution, the name Atlus continued as a brand used by Index Corporation for video game publishing until 2013. Atlus in its current incarnation was founded as Sega Dream Corporation in September 2013, a new shell corporation established by Sega.

Avalanche Software

Type	*Subsidiary*
Founded	*October 3, 1995*
Parent	*Disney Interactive Studios (2005–2017)* *Warner Bros. Int. Ent. (2017–present)*
Key people	*John Blackburn (CEO)*
Headquarters	*Salt Lake City, Utah, U.S.*
Website	*avalanchesoftware.com*

Avalanche Software, LLC is an American video game developer based in Salt Lake City, Utah.

Avalanche Software was incorporated on October 3, 1995, by John Blackburn, Todd Blackburn, James Michael Henn and Gary Penacho, four programmers that previously worked at Sculptured Software.

On April 19, 2005, Buena Vista Games (later renamed Disney Interactive Studios), the video game publishing arm of The Walt Disney Company, announced that they had acquired Avalanche Software for an undisclosed sum. In November 2006, Buena Vista Games formed a sister studio, Fall Line Studio, that would create Disney titles for Nintendo DS and Wii platforms. Disney Interactive Studios (DIS) merged Fall Line Studio into its sister studio, Avalanche Software, in January 2009.

In October 2012, Disney Interactive Studios announced "Toy Box", a cross platform gaming initiative where Pixar and Disney characters will interact from a console game to multiple mobile and online applications. In January 2013, Avalanche Software unveiled the toys-to-life cross-platform game Disney Infinity based on Toy Story 3: The Video Game's "Toy Box" mode crossed with a toy line.

On May 10, 2016, with a lack of growth in toys-to-life market and increasing developmental costs, Disney discontinued Disney Infinity and closed down Avalanche Software, and Disney Interactive Studios as a whole. Many former Avalanche Software workers were employed by castAR to create a new studio in Salt Lake City.

On January 24, 2017, Warner Bros. Interactive Entertainment announced it had acquired the studio from Disney, including its Octane engine software, and re-opened the studio.

Bandai

Type	*Private K.K.*
Founded	*July 5, 1950*
Founder	*Naoharu Yamashina*
Headquarters	*Taitō, Tokyo, Japan*
Key people	*Masaru Kawaguchi (President)*
Employees	*1229 (as of April 2017)*
Website	*bandai.com*

Bandai Co., Ltd. is a Japanese toy maker and a producer of a large number of plastic model kits as well as a former video game company. Bandai considers character merchandising as their core business model. The developed characters are promoted through server entertainment vetures such as toys, card products, plastic models, game software, animated TV-series and confectionery. Main product lines are Mobile Suit Gundam, Digimon, Power Rangers and Tamagotchi.

Bandai Co., Ltd. was established in July 1950 and sold celluloid, metallic toys and rubber swimming rings. Astro Boy was their first toy that is based on a TV-character.

In 1980 they launched the Gundam plastic model toy series which became a huge success and surpassed 100 million units in cumulative sales in 1984 and 300 million in 1999.

Not only has Bandai provided intellectual property that would be used in video games and developed its own video game titles, but Bandai has also attempted to make a couple of forays into the video game console space over their history. In 1994 the company introduced the Playdia a video game console that was only released in Japan. This console's titles mainly consisted of quiz games, anime based video games and multimedia edutainment titles from Bandai properties such as Sailor Moon or Dragon Ball.

In 1999, Bandai would introduce the WonderSwan portable gaming device to compete with Nintendo's Game Boy handheld.

In 2005 Bandai spun off their computer games division and established Bandai Games Inc.

"giantbomb.com"

Banpresto

Type	*Kabushiki gaisha*
	Subsidiary
Founded	*April 1977*
	April 1, 2008 (B.B. Studio)
Headquarters	*Shinagawa, Tokyo, Japan*
Parent	*Bandai Namco Holdings*

Banpresto Co., Ltd. is a Japanese toy company, and a former game developer and publishing, headquartered in the Shinagawa Seaside West Building in Shinagawa, Tokyo. The current iteration of the company was formed on April 1, 2008, with the focus on the toy consumer business.

The original company was founded April 1977 as Hoei Sangyo, Co. Ltd.. During the 1980s it worked mainly as a subcontractor for Sega and its arcade division, and the company was renamed Coreland in 1982. It started to be partially owned by Bandai in 1989, when it gained its current name. It became a wholly owned subsidiary of Bandai Namco Holdings in March 2006.

Banpresto has created a variety of Japan-only video games, most notably the Super Robot Wars series. Other projects include anime tie-in games such as the Slam Dunk basketball games and Tenchi Muyou! Game Hen. Banpresto also made the Another Century's Episode series, a collaboration with FromSoftware, and the Compati Hero series of games which crosses over the Ultraman, Kamen Rider and Gundam franchises. Banpresto also makes several varieties of mechanical prize-winning games. As Coreland, the company has produced a number of games for Sega, including Pengo, 4-D Warriors and I'm Sorry.

Banpresto's video game operations were absorbed into Bandai Namco Games on April 1, 2008. As part of the merger, two of Banpresto's subsidiaries, Pleasure Cast Co. Ltd and Hanayashiki Co. Ltd, became Namco subsidiaries. Banpresto itself now focuses on its prize machines business.

Beautiful Game Studios

Type	*Division*
Founded	*2003*
Headquarters	*Wimbledon, London, England*
Parent	*Square Enix Europe*
Key people	*Roy Meredith (general manager)*
Website	*bgstudios.co.uk*

Beautiful Game Studios is a British video game developer based within the Wimbledon district of London, England. Founded in 2003, the studio was announced on 30 January 2004, as internal development team of Eidos Interactive (later renamed Square Enix Europe), that would focus on the development of Championship Manager, after the original developer of the series, Sports Interactive, departed from Eidos Interactive in 2003.

On 25 November 2009, after Eidos Interactive was acquired by Square Enix and renamed Square Enix Europe, the company announced that Beautiful Game Studios would undergo restructuring *"to build a successful commercial future for the Championship Manager brand"*. Within that restructuring, around 80% of jobs were cut or relocated to Eidos Shanghai in a cost-cutting exercise, while Roy Meredith was kept as general manager.

On 7 September 2010, Beautiful Game Studios announced that they had entered into a strategic partnership with Chinese publisher Shanda Games, which granted them distribution of upcoming Championship Manager games in China. The partnership grew largely from the then-enlarged Eidos Shanghai studio's previous work with Shanda Games, as well as long-term communications between Beautiful Game Studios, Eidos Shanghai and Shanda Games. The resulting project, Championship Manager: World of Football, was announced on 19 July 2011. The game was set to be a free-to-play massively multiplayer online game, however the game was never released, making Championship Manager 2010, released on 11 September 2009, the latest game to be developed by Beautiful Game Studios.

Beenox

Type	*Subsidiary*
Founded	*May 2000*
Founder	*Dominique Brown*
Parent	*Activision*
Headquarters	*Quebec City, Quebec, Canada*
Employees	*150*
Website	*beenox.com*

Beenox is a video game developer established in 2000 in Quebec City, Canada. The studio became a wholly owned subsidiary of Activision on May 25, 2005.

Between 2002 and 2006, the developer was essentially a porting house. They completed approximately 30 projects for Windows and Mac OS, based on popular franchises such as X-Men, Spider-Man and Shrek.

In 2006, they returned to original game development, with Bee Movie Game, inspired by the feature film from DreamWorks Animation. As part of Activision's E3 2007 media blitz, it was announced that Beenox was the developer behind the Windows version of Activision's Spider-Man game Spider-Man: Friend or Foe which was released in October 2007. Beenox employs about 150 employees who are developing games for consoles such as PlayStation 3, Xbox 360 and Wii. They released the Xbox 360, PS2, PS3, Wii and PC versions of Monsters vs. Aliens and console versions of Guitar Hero Smash Hits. Beenox later created the Spider-Man games Spider-Man: Shattered Dimensions, Spider-Man: Edge of Time, The Amazing Spider-Man and The Amazing Spider-Man 2.

After founder Dominique Brown's departure in December 2012, the studio's focus shifted from leading original game development to doing a number of B-level support tasks on Activision's superbrands Skylanders and Call of Duty.

In 2015, Activision announced that Beenox is working in conjunction with Mercenary Technology on bringing Call of Duty: Black Ops III to the Xbox 360 and PlayStation 3 and working on bringing Skylanders: SuperChargers to the Wii and Nintendo 3DS.

The Behemoth

Type	*Private*
Founded	*May 27, 2003*
Headquarters	*San Diego, California, U.S.*
Key people	*John Baez (CEO)*
	Dan Paladin (CFO)
	Tom Fulp (secretary)
Website	*thebehemoth.com*

The Behemoth is a video game development company located in San Diego, California. The company is known for producing simple games with Paladin's signature 2D style.

During August 2002, Tom Fulp and Dan Paladin collaborated in creating the Flash game Alien Hominid for Newgrounds. The game has since become extremely popular and generated over twenty million hits and rising. Later in the year, Paladin was working on developing a console video game when co-worker Baez approached him. He was a fan of Alien Hominid and asked Paladin if he was interested in developing the game for consoles. When Baez offered to produce the game, Fulp and Paladin eventually agreed, recruited LaCava and Dryburgh, and formed The Behemoth in 2003.

Their first console game, Alien Hominid, gained critical acclaim by the media and the members of The Behemoth quickly gained status as indie developers focused on bringing old-school styles of video games back into mainstream gaming. Some of the minigames from Alien Hominid were ported to iOS in 2011.

The Behemoth's second game, Castle Crashers, was released August 27, 2008, originally for the Xbox Live Arcade service, eventually re-releasing for the PlayStation 3 on August 31, 2010, and Microsoft Windows/OS X on September 26, 2012. Since its release on Xbox Live Arcade, Castle Crashers has become one of the most downloaded games, with over 2.6 million copies sold as of year-end 2011.

A third title, BattleBlock Theater, was released on April 3, 2013. The Windows, Linux, and macOS versions of BattleBlock Theater were released on Steam on May 15, 2014.

Bethesda Softworks

Type	*Subsidiary*
Founded	*June 28, 1986*
Founder	*Christopher Weaver*
Headquarters	*Rockville, Maryland, U.S.*
Parent	*Media Technology Limited (1986–1999)*
	ZeniMax Media (1999–present)
Website	*bethesda.net*

Bethesda Softworks LLC is an American video game publisher based in Rockville, Maryland.

Bethesda Softworks was founded by Weaver in Bethesda, Maryland in 1986 as a division of Media Technology Limited, an engineering research and development firm of which Weaver was founder and CEO. He created Bethesda *"to see if the PC market was a viable place to develop games"*.

Vlatko Andonov, who serves as President of Bethesda, recalls that Weaver had originally wanted to call the company "Softworks", but found the name taken. *"So, our founder, sitting at his kitchen table in Bethesda decided after laborious thought to add Bethesda to Softworks and there you have it!"*

Bethesda Softworks is credited with the creation of the first physics-based sports simulation, Gridiron!, in 1986 for the Atari ST, Commodore Amiga and Commodore 64/128. Early games scored respectably in the gaming press.

In 1997 and 1998, Bethesda released two The Elder Scrolls expansions based on Daggerfall's code—Battlespire and Redguard—neither of which enjoyed the success of Daggerfall and Arena. The downturn in sales was not limited just to The Elder Scrolls franchise, and the company considered filing for bankruptcy as a result.

In 1999 it became a subsidiary of ZeniMax Media. In its first fifteen years, it was a video game developer and self-published its titles. In 2001, Bethesda spun off its own in-house development team into Bethesda Game Studios, and Bethesda Softworks became a publisher only. It currently also publishes games by ZeniMax Online Studios, id Software, Arkane Studios, MachineGames, Tango Gameworks and Bethesda Game Studios Austin.

Blue Tongue Entertainment

Type	*Subsidiary*
Founded	*13 October 1995*
Defunct	*10 August 2011*
Headquarters	*Melbourne, Australia*
Parent	*THQ*
Key people	*Kevin Chan (general manager)*
Website	*bluetongue.com*

Blue Tongue Entertainment Pty Ltd was an Australian video game developer founded in 1995. It was acquired by THQ on 17 November 2004, and remained an internal development studio of THQ until its closure in August 2011. In addition to THQ, Blue Tongue had worked with the publishers Hasbro Interactive and Vivendi Universal Games.

Blue Tongue originally provided web development services, and moved into video games in 1995 with their first release, AFL Finals Fever. It was released on 9 June 1996 and reached number 3 on the Australian software sales charts. Another game, Riding Star, was their first international release. It was ported to multiple platforms, including the PlayStation and the Game Boy. Blue Tongue developed the TOSHI game engine used internally for many of its projects.

In 2008, Blue Tongue finished de Blob, its first original game since Riding Star, for the Wii system. de Blob was met with critical acclaim from various gaming websites, including Official Nintendo Magazine, which awarded the game a rating of 92% and a Gold Award, and IGN.com, which awarded the game several Wii-specific awards in its 2008 video game awards, including Best Platform Game, Best Graphics Technology, and Best Use of Sound. In addition to the awards won, IGN also nominated de Blob for several other Wii-specific awards, including Best New IP, Best Original Score, Most Innovative Design, and Game of the Year.

In 2011, Blue Tongue was announced to be closed down under a restructuring and realignment plan by parent company, THQ.

Capcom

Founded	*May 30, 1979*
Founder	*Kenzo Tsujimoto*
Owner	*Tsujimoto family*
Headquarters	*Chūō-ku, Osaka, Japan*
Revenue	*Increase $239.6 million (2014)*
Employees	*2,811 (2017)*

Capcom Co., Ltd. is a Japanese video game developer and publisher known for creating multi-million-selling franchises such as Mega Man, Street Fighter, Resident Evil, Devil May Cry, Ace Attorney, and Monster Hunter as well as games based on the Disney animated properties. Established in 1979, it has become an international enterprise with subsidiaries in North America, Europe, and East Asia.

The original companies that spawned Capcom's Japanese branch were I.R.M Corporation as well as its subsidiary Japan Capsule Computers Co., Ltd., both of which were devoted to the manufacturing and distribution of electronic game machines. The name Capcom is a clipped compound of "Capsule Computers", a term coined by the company to describe the arcade machines it solely manufactured in its early years, designed to set themselves apart from personal computers that were becoming widespread at that time. The word capsule alludes to how Capcom likened its game software to "a capsule packed to the brim with gaming fun", as well as to the company's desire to protect its intellectual property with a hard outer shell, preventing illegal copies and inferior imitations.

In the first few years after its establishment, the Japanese branch of Capcom had three development groups referred to as "Planning Rooms", led by Tokuro Fujiwara, Takashi Nishiyama and Yoshiki Okamoto, respectively. Later, games developed internally used to be created by several numbered "Production Studios", each assigned to different games. Starting in 2002, the development process was reformed to better share technologies and expertise, and all of the individual studios were gradually restructured into bigger departments responsible for different tasks.

CAVE

Founded	*June 15, 1994*
Headquarters	*Shinjuku, Tokyo, Japan*
Total assets	*JP¥ 874,251,193 (2012)*
Employees	*158 (2012)*
Subsidiaries	
	Beads Mania (merged on June 1, 2008)
	Mini4WD Networks Co., Ltd. (44.8% stake)

CAVE Interactive CO., acronym for "Computer Art Visual Entertainment", is a Japanese video game company founded in 1994 by former employees of Toaplan following its bankruptcy. They are known primarily for their "bullet hell" shoot 'em ups; from 1995 up to 2010, CAVE was one of the most prolific shoot 'em up developers in the Japanese market. Alongside this, CAVE has produced a variety of other types games for arcades, home consoles, PCs, and smartphones, also dating back to 1995.

Key staff members include Tsuneki Ikeda (director and COO) and Makoto Asada (game development department head) who left the company in 2013. On January 24, 2014, community manager "Masa-King" announced that the Cave-World Twitter and blog were shutting down on February 28, 2014, terminating all existing English social media presence in the west.

CAVE's arcade titles have used various arcade boards over the years. Earlier titles used a CAVE-designed board based on a Motorola 68000 CPU, with later releases moving over to the PGM (Poly Game Master) hardware, and then, starting with Mushihimesama, onto boards based on the Hitachi SH-3 CPU. CAVE dabbled in PC-based hardware for Deathsmiles II, but switched back to SH-3 for later titles.

Since 2006, CAVE has hosted CAVE Matsuri, a yearly festival in which several announcements regarding company affairs are made. Also, some titles are offered exclusively at this event such as Mushihimesama Cave Matsuri ver 1.5.

Within the Guinness World Records, Cave holds the record for the "most prolific developer of danmaku shooters", having released 48 games in the genre since 1995 as of October 2010.

Codemasters

Formerly	*Electric Games Company Limited (1986)*
Type	*Public*
Founded	*6 August 1986*
Headquarters	*Southam, England*
Parent	*Reliance Entertainment*
Employees	*~400*
Website	*codemasters.com*

The Codemasters Software Company Limited (formerly Electric Games Company Limited), doing business as Codemasters, is one of the oldest British game studios, and in 2005 was named the top independent games developer by Develop magazine.

Established on 6 August 1986 by Richard Darling and David Darling (who worked previously for Mastertronic), Codemasters established themselves in the growing ZX Spectrum market, mostly with action games that required the player to solve simple puzzles by combining different objects, such as the Dizzy series. While rooted in the ZX Spectrum, Codemasters did not write exclusively for this computer. They also released software (including the Dizzy series) for the Commodore 64, Commodore 16, BBC Micro, Acorn Electron, Amstrad CPC, Atari 8-bit, Commodore Amiga and Atari ST.

Between 1998 and 2003, Codemasters dominated one area of game console entertainment when they teamed up with Jester Interactive Limited to publish their range of music creation software, for PlayStation, PlayStation 2 and PC, namely MUSICtm, Music 2000, MTV Music Generator and MTV Music Generator 2. In 2003 this partnership was dissolved, with Jester releasing their own Music 3000 product. Codemasters released their final music based product called MTV Music Generator 3 in 2004.

On 5 April 2010, Reliance Big Entertainment, an Indian company acquired a 50% stake in the company.

In April 2015 Codemasters CEO Rod Cousens left to join Jagex, leaving COO Frank Sagnier as the new Temporary CEO.

Criterion Games

Type	*Subsidiary*
Founded	*1993*
Parent	*Electronic Arts (2004–present)*
Headquarters	*Guildford, England*
Key people	*Matt Webster (General Manager)*
Employees	*90+ (2017)*
Website	*criteriongames.com*

Criterion Software Limited, doing business as Criterion Games, is a British video game developer based in Guildford, England. They are best known for their work on the racing video game series Burnout and various Need for Speed games.

Criterion Software Ltd was created in 1993 to commercialise 3D graphics rendering technology. It was set up by David Lau-Kee and Adam Billyard within Canon's European Research Lab, before being spun out as a majority Canon-owned startup. Criterion Software was a technology company specialising in the development of the RenderWare family of middleware technology, including graphics, AI, audio and physics components. Originally Criterion Games was a division within Criterion Software, set up to develop games, using the Renderware engine, which would act as showcases as to what was possible with the platform. RenderWare is used in such games as Grand Theft Auto III, Grand Theft Auto: Vice City and Grand Theft Auto: San Andreas, which are developed by Rockstar North, and the successful Burnout series, developed in-house by Criterion Games.

In August 2004, Electronic Arts announced they had acquired Criterion Games and Criterion Software for a rumored GB£40 million, taking into account the purchase price and existing debt. This was followed by the release of Black, a first-person shooter set in Eastern Europe, to which they applied the action movie sensibilities characteristic of the Burnout series.

On 3 January 2014, it was announced that co-founders Alex Ward and Fiona Sperry have left Criterion to found a new studio, Three Fields Entertainment.

Dark Energy Digital

Former type	*Defunct*
Founded	*1998*
Defunct	*2012*
Headquarters	*Manchester, England*
Key people	*Deborah & Pete Jones (managing directors)*
	Gary Leach (technical director)

Dark Energy Digital, was a privately owned video game developer and publisher based in the United Kingdom.

Blade Interactive was founded in 1998 and are largely known as a developer of pool and snooker games. Three years developing HydroEngine, their dynamic fluid game engine used in Hydrophobia. As part of a major expansion, Blade Interactive has a new mobile game development division based at Blade Interactive's new office complex in Manchester, known as 'BIG' (Blade Interactive Games). One of the founding Directors of Blade Interactive, Peter Jones, was formally Managing Director of Mirage Technologies Multimedia Ltd, the studio behind Rise of the Robots and Rise 2: Resurrection and the PlayStation/PC title Bedlam.

The company created a new video game engine / game creation system to create a new generation of download games called Infinite Worlds. It also created the world's first fluid dynamics engine, known as HydroEngine, which allows dynamic modeling of flowing water and other liquids. Fluids are completely dynamic, which means the effect is not repeated and thus allowing different effects each time. The engine also interfaces with solid body physics engines such as Havok, which allows objects and debris to be carried with the flow.

On March 19, 2012, the company suffered due to not having enough money, went broke and was ultimately put into administrative control. It is in the process of selling IP and assets, most notably the Hydrophobia series and the Hydroengine.3

Disney Interactive Studios

Former type	*Division*
Founded	*1988*
Defunct	*2016*
Fate	*Closed by parent company*
Headquarters	*Glendale, California, United States*
Parent	*Disney Interactive (Walt Disney Company)*
Website	*disneyinteractive.com*

Disney Interactive Studios, Inc. (originally established as Walt Disney Computer Software, Disney Interactive, Buena Vista Interactive, and Buena Vista Games) was an American video game developer and publisher owned by The Walt Disney Company through Disney Interactive. Prior to its closure in 2016, it developed and distributed multi-platform video games and interactive entertainment worldwide.

Most of the games released by Disney Interactive Studios were typically tie-in products to existing character franchises. On May 10, 2016, as a result of the discontinuation of its Disney Infinity series, Disney shut down Disney Interactive Studios, and exited the first party home console game development business in order to focus on third-party development of home console video games through other developers such as Electronic Arts (Star Wars games), WB Games (owned by rival company Warner Bros., which handles the publishing of Disney-related Lego video games and Cars 3: Driven to Win), Bandai Namco Entertainment, and Capcom (several Disney games and Marvel vs. Capcom). However, it continues to release games for iOS and Android devices under its own label, Disney Mobile.

Disney Interactive Studios is credited in all entries to the Kingdom Hearts franchise, with the original release box art of each entry to the series having different logos and name of the company seeing as coincidentally, the company is re-branded in between the releases. Notably however, the company is not credited to actually developing the game.

Double Helix Games

Type	*Subsidiary*
Founded	*2007*
Owner	*Amazon Game Studios*
Parent	*Amazon.com (2014–present)*
Headquarters	*Irvine, California, United States*
Employees	*75*
Website	*doublehelixgames.com*

Double Helix Games LLC, now Amazon Game Studios, Orange County, is an American video game developer based in Irvine, California.

Double Helix Games was formed in 2007 via a merger between two Foundation 9 studios, an American entertainment media company that developed video games, comic books, film and television series, The Collective, an American video game development company located in Newport Beach, California, and Shiny Entertainment, creator of titles including Earthworm Jim, MDK and Enter the Matrix. Double Helix Games cites on their website that the combined development experience totals 20+ years and that it is one of the largest and most experienced game developers in the world. Double Helix Games also states on their website that they are a developer for all the major home consoles and that they have worked with numerous notable IPs such as Star Wars, The Matrix, Indiana Jones and Buffy the Vampire Slayer.

Double Helix Games began using the HEX Engine for their upcoming titles on the Xbox One, PlayStation 4, and PC. The studio's first release was Silent Hill: Homecoming for the PlayStation 3 and the Xbox 360. The third entry in the Killer Instinct series was the first of these titles released that uses their new engine.

In February 2014, the company was acquired by Amazon.com. In a statement released to Polygon, Microsoft stated that they'd be working with a *"new development partner"* on Double Helix's Killer Instinct title going forward.

Empire Interactive

Former type	*Defunct*
Founded	*1987*
Founder	*Ian Higgins*
	Simon Jeffrey
Defunct	*2009*
Parent	*Silverstar Holdings (2006-2009)*
Website	*empireinteractive.com*

Empire Interactive was a British video game developer and publisher founded in 1987. It went out of business in 2009.

Empire Interactive was a publisher of interactive entertainment software for 22 years. Headquartered in the UK, they also had offices in the U.S., Germany, France, Spain and Italy. The company developed and published a varied range of titles for all contemporary platforms in the U.S., Europe and Asia. Games such as Starsky & Hutch, Big Mutha Truckers, the Ford Racing series and FlatOut were some of their major successes. They also operated the "Xplosiv" and "eJay" imprints, focusing on budget titles and music creation tools respectively.

Xplosiv, established in January 2000, was Empire Interactive's publishing label for budget or rerelease games by Empire themselves or contracted third parties. Empire positioned the published titles with price points of £9.99 and £4.99 in 2001, and in late 2002 added PlayStation 2 titles into the range, at £9.99 and £19.99.

Xplosiv planned to enter the U.S. market in 2005.

After struggling financially for several years, they were purchased by Silverstar Holdings in 2006 and became a wholly owned subsidiary. On 4 May 2009 it was announced that the company had gone into administration (bankruptcy) and would be shutting down permanently. Their intellectual properties were sold to New World IP of the United States and all 49 staff were laid off. New World IP then leased the rights to publish Empire's entire catalogue to Zoo Games.

Electronic Arts

Type	*Public*
Founded	*May 27, 1982*
Founder	*Trip Hawkins*
Headquarters	*Redwood City, California, U.S.*
Revenue	*US$5.150 billion (2018)*
Employees	*9,300 (2018)*
Website	*ea.com*

Electronic Arts Inc. (EA) is an American video game company headquartered in Redwood City, California.

Founded and incorporated on May 28, 1982 by Trip Hawkins, the company was a pioneer of the early home computer games industry and was notable for promoting the designers and programmers responsible for its games. EA later grew via acquisition of several successful developers. By the early 2000s, EA had become one of the world's largest third-party publishers. On May 4, 2011, EA reported $3.8 billion in revenues for the fiscal year ending March 2011, and on January 13, 2012, EA announced that it had exceeded $1 billion in digital revenue during the previous calendar year. In June 2011, EA launched Origin, an online service to sell downloadable games directly to consumers.

As of September 2017, Electronic Arts is the second-largest gaming company in the Americas and Europe by revenue and market capitalization after Activision Blizzard and ahead of Take-Two Interactive, and Ubisoft.

Currently, EA develops and publishes games under several labels including EA Sports titles FIFA, Madden NFL, NHL, NCAA Football, NBA Live, and SSX. Other EA labels produce established franchises such as Battlefield, Need for Speed, The Sims, Medal of Honor, Command & Conquer, as well as newer franchises such as Crysis, Dead Space, Mass Effect, Dragon Age, Army of Two, Titanfall and Star Wars: Knights of the Old Republic, produced in partnership with LucasArts. EA also owns and operates major gaming studios, EA Tiburon in Orlando, EA Vancouver in Burnaby, BioWare in Edmonton as well as Austin, and DICE in Sweden and Los Angeles.

EA Black Box

Formerly called Black Box Games (1998–2002)	
Former type	*Subsidiary*
Founded	*1998*
Defunct	*April 2013*
Headquarters	*Burnaby, British Columbia, Canada*
Parent	*Electronic Arts (2002–2013)*
Website	*eablackbox.com*

EA Black Box (formerly Black Box Games) was a video game developer based in Burnaby, British Columbia, Canada, founded in 1998 by former employees of Radical Entertainment and later acquired by Electronic Arts. The developers are primarily known for the Need for Speed and Skate series. It was renamed Quicklime Games during the development of Need for Speed: World.

Black Box Games had previously developed for game publishers such as Sega, Midway Games, and EA. In June 2002, during the development of Need for Speed: Hot Pursuit 2, the firm was acquired by EA and became an entirely owned subsidiary of EA Canada. As a result of the acquisition the studio's name was changed to EA Black Box. In March 2003, the firm lacked space for their current projects and as a solution the top four floors of an office tower in downtown Vancouver were used for expansion. In March 2005, EA Black Box became an independent studio from EA Canada, but still owned by EA.

In February 2012, EA confirmed a number off lay-offs at EA Canada and EA Black Box, and that they were transforming the studios towards *"high-growth digital formats, including online, social gaming and free-to-play"*. EA declined to comment on whether EA Black Box's brand would remain.

In July 2012, EA Black Box was renamed Quicklime Games during the development of PC game Need for Speed: World, under which name it operated until its closure in April 2013.

The former employees of EA Black Box have spread around other game developers making racing games such as Ubisoft's The Crew and Slightly Mad Studios' World of Speed.

EA DICE

Formerly	*Digital Illusions HB (1992–1993)* *Digital Illusions CE AB (1993–2006)*
Type	*Subsidiary*
Founded	*May 1992*
Headquarters	*Stockholm, Sweden*
Parent	*Electronic Arts (2006–present)*
Website	*dice.se*

EA Digital Illusions CE AB (EA DICE; formerly Digital Illusions HB and later Digital Illusions CE AB) is a Swedish video game developer based in Stockholm. The company was founded in 1992 and has been a subsidiary of Electronic Arts since 2006. Its releases include the Battlefield series, Mirror's Edge, Star Wars Battlefront, and Star Wars Battlefront II, and it is also the main developer behind EA's Frostbite engine.

DICE was founded as Digital Illusions in May 1992 in Växjö, Sweden by four people, Ulf Mandorff, Olof Gustafsson, Fredrik Liliegren, and Andreas Axelsson, members of the former demogroup The Silents. The Silents' work is visible in some DICE games. For example, The Silents used the acronym TSL; this acronym is visible in Motorhead on banners and signs. According to the Motorhead manual, TSL is said to stand for "Trans-atlantic Speed League", a case of a backronym.

For an extended period of time, while the employees were also students at Växjö University, the company's office consisted of a small dorm room. During those days the company developed popular pinball games for the Amiga computers, such as Pinball Dreams, Pinball Fantasies and Pinball Illusions.

In November 2004, Electronic Arts announced their intent to purchase all outstanding shares in DICE at a price of 61 kr per share. The board of directors of DICE recommended that the company's shareholders accept the offer. Electronic Arts owned 62% of DICE on 31 March 2005.

In May 2013, DICE Los Angeles was opened as an additional location to DICE. DICE Los Angeles had co-operated with DICE Stockholm in the development of Battlefield 4.

EA Sports

Founded	*Electronic Arts Sports Network (1991–1993)*
Type	*Division*
Founded	*1991*
Parent	*Electronic Arts*
Key people	*David Rutter (general manager)*
Website	*easports.com*

EA Sports is a division of Electronic Arts that develops and publishes sports video games. Formerly a marketing gimmick of Electronic Arts, in which they tried to imitate real-life sports networks by calling themselves the "EA Sports Network" (EASN) with pictures or endorsements with real commentators such as John Madden, it soon grew up to become a sub-label on its own, releasing game series such as FIFA, NHL, NBA Live and Madden NFL.

Most games under this brand are developed by EA Vancouver, the studio of Electronic Arts in Burnaby, British Columbia, as well as EA Blackbox in Vancouver, British Columbia as well as EA Tiburon in Maitland, Florida. The main rival to EA Sports is 2K Sports. Notably, both companies compete over the realm of NBA games. Konami is its rival in association football games.

Unlike some other sports game companies, EA Sports has no special ties to a single platform, which means that all games are released for the best-selling active platforms, sometimes long after most of the other companies abandon them. For example, FIFA 98, Madden NFL 98, NBA Live 98, and NHL 98 were released for the Sega Genesis and the Super NES throughout 1997; Madden NFL 2005 and FIFA 2005 had PlayStation released in 2004 (FIFA 2005 was also the last PlayStation title to be released); and NCAA Football 08 had an Xbox released in 2007. Madden NFL 08 also had Xbox and Nintendo GameCube releases in 2007, and was the final title released for the GameCube, with Madden NFL 09 following as the final Xbox title. Additionally, NASCAR Thunder 2003 and NASCAR Thunder 2004 were released not only for the PlayStation 2, but for the original PlayStation as well.

Enix

Type	*Kabushiki gaisha*
Founded	*September 22, 1975*
Founder	*Yasuhiro Fukushima (Active CEO)*
Fate	*Merged with Square*
Successor	*Square Enix*
Headquarters	*Shibuya, Tokyo, Japan*
Employees	134 (2002)

Enix Corporation was a Japanese video game publisher that produced video games, anime and manga. Enix is known for publishing the Dragon Quest series of role-playing video games.

Enix was founded on September 22, 1975 as Eidansha Boshu Service Center by Japanese architect-turned-entrepreneur Yasuhiro Fukushima. The company initially published tabloids that advertised real estate.

In February 1980, Eidansha Boshu Service created a wholly owned subsidiary for the purpose of specializing in real estate trading and brokerage. This new subsidiary would take on the name of Eidansha Systems in August 1981. The following year, in August 1982, Eidansha Systems was renamed Enix Corporation. The name "Enix" is a play on the words "phoenix", a mythical bird that is reborn from its own ashes, and "ENIAC", the world's first digital computer.

After a failed attempt of Eidansha Boshu Service to go nationwide in 1982, its newly established Enix subsidiary began a foray into the gaming market by holding a personal computer game programming contest. One of the winners was Love Match Tennis, created by Yuji Horii. It would go to become one of the company's first PC releases. Another winner was the puzzle game Door Door by Koichi Nakamura, which would become one of the company's better known home computer titles. Nakamura would stay on board as one Enix's key programmers.

The company merged with its competitor Square in 2003 to form Square Enix, in order to mutually decrease development costs and to compete with foreign developers.

Eutechnyx

Type	*Private*
Founded	*30 September 1987*
Headquarters	*Newcastle upon Tyne, England*
Key people	*Darren Jobling (CEO)*
Employees	*200 (2009)*
Website	*eutechnyx.com*

Eutechnyx Limited (formerly Zeppelin Games Limited, until 1994, and Merit Studios (Europe) Limited, until 1997) is a British video game developer based in Newcastle upon Tyne, England. Since 1997, the company has focused on racing games. They are known for their largely-panned video game, Ride to Hell: Retribution, work with the NASCAR The Game franchise, and as a developer on various other racing titles and games.

The company founder, Brian Jobling, started creating games for the Atari 800, ZX Spectrum and Commodore 64 personal computers at home in the early 1980s as a 14-year-old. With the money that he made, he started the company, Zeppelin Games, in November 1987 when he was 17. Zeppelin Games produced a large number of games for various home computer systems including Atari 8-bit family, Commodore 64, ZX Spectrum, Atari ST and Amiga and by the early 90s were also making games for PC and consoles such as the Mega Drive/Genesis and SNES.

The company was acquired by American company Merit Studios, Inc. in 1994 and became known as Merit Studios Europe. As well as developing their own games, the company was also responsible for the marketing and distribution of Merit's US games in Europe.

The company became Eutechnyx in 1996. After gaining registered developer and publisher status for the Sony PlayStation, the directors bought back the company from Merit with help from French publishers Infogrames.

In October 2013 Darren Jobling replaced his brother Brian as CEO, to take on a more active role in development, with Brian becoming Executive Chairman.

Evolution Studios

Former type	*Subsidiary*
Founded	*1999*
Defunct	*2016*
Headquarters	*Runcorn, Cheshire, United Kingdom*
Owner	*Sony (2007-2016)*
Parent	*SIE Worldwide Studios (2007-2016)*
Employees	*60*

Evolution Studios Ltd. was a British video game developer headquartered in Runcorn, Cheshire. The company was founded in 1999 by Martin Kenwright and Ian Hetherington, following the purchase of their studio Digital Image Design's publisher Ocean Software by Infogrames. Kenwright then left Digital Image Design with six members of staff to form Evolution Studios.

Then based in Frodsham, Cheshire, it developed a racing demo on PC, depicting multiple rally cars racing on a circuit with cockpit views, which was subsequently picked up by Sony as it was interested in a PlayStation 2 game based on the World Rally Championship licence.

Both Evolution and their satellite studio, Bigbig Studios, in Warwickshire were acquired by Sony Computer Entertainment in September 2007. At this point, Kenwright and Hetherington left the company, with its co-founder Mick Hocking taking over, running Evolution, Bigbig and SCE Studio Liverpool as Group Studio Director. Hocking was subsequently promoted to Vice President of the Studio Group in April 2011.

The developer's last game was Driveclub. It was scheduled as a PlayStation 4 launch title, although it was ultimately delayed, until October 2014. They claim they had trademarked the name of the game almost 10 years ago, but were waiting for the technology to create their vision of the game.

On 23 March 2015, 55 staff members were cut from Evolution Studio, which sources say is approximately half the studio. The redundancies have been described by Sony as a way to focus the studio on developing Driveclub as a service. On 22 March 2016, Sony announced that Evolution Studios was closed.

Free Radical Design

Formerly	*Geveret Ltd. (1998–99)*
	Free Radical Design Ltd. (1999–2009)
Former type	*Subsidiary*
Founded	*29 October 1998*
Fate	*Dissolved*
Headquarters	*Nottingham, England*
Parent	*Crytek (2009–2014)*

Crytek UK Limited (formerly Free Radical Design Ltd.) was a British video game developer based in Nottingham, England.

Most of Free Radical Design's employees previously worked for the game developer Rare. While at Rare, they (David Doak, Steve Ellis, Karl Hilton, Graeme Norgate and Lee Ray) worked on the Nintendo 64 first-person shooters GoldenEye 007 and Perfect Dark. From late 1998 to early 1999, this team left Rare to form Free Radical Design, which was established in April 1999, their first release being TimeSplitters for the PlayStation 2 in 2000. TimeSplitters attracted attention at the time because of the former Rare employees' work on the critically acclaimed GoldenEye 007. Its sequel, TimeSplitters 2, became the highest-ranked first-person shooter for PlayStation 2 on GameRankings.

Free Radical Design was working on Star Wars: Battlefront III from 2006 to 2008, but it became cancelled when it was supposedly "99 percent" complete. The cancellation of this title, and the poorly received release of Haze, contributed to Free Radical Design going into bankruptcy.

It was announced on 4 February 2009 that the studio had been acquired by German video game developer Crytek and would be renamed Crytek UK. Crytek had a good relationship with the city of Nottingham due in part to its sponsorship of the Gamecity festival and its recruitment drives with Nottingham Trent University.

In 2014, the studio was shut down and the majority of the staff transferred to the newly formed Dambuster Studios, where they afterwards worked on Homefront: The Revolution.

FromSoftware

Type	*Kabushiki gaisha subsidiary*
Founded	*November 1, 1986*
Key people	*Hidetaka Miyazaki (President)*
Headquarters	*Tokyo, Japan*
Parent	*Kadokawa Corporation*
Website	*fromsoftware.jp/ww/*

FromSoftware, Inc. is a Japanese video game development company founded in November 1986. The company is known primarily outside Japan for being the developers of the Armored Core and Souls series, as well as Bloodborne.

FromSoftware was founded on November 1, 1986, and developed productivity software for the first several years of their existence. They released their first video game, titled King's Field, as a launch title for the PlayStation in 1994. The initial King's Field did not see a release in North America, although a 1996 sequel would later be released in North America bearing the same title, which was released as King's Field II in Japan. After releasing a third title in that series, FromSoftware moved on to release Echo Night as well as Shadow Tower in 1998. Also during this time FromSoftware would release Armored Core, the first in a mech game series which would go on to spawn many sequels.

When the PlayStation 2 was launched in 2000, FromSoftware supported the system with two RPGs Eternal Ring, which like the King's Field series is a first person RPG, and Evergrace, a more conventional action RPG viewed from a third person perspective. The company also released a pair of sequels to their PlayStation 1 offerings with King's Field IV and Shadow Tower Abyss.

In April 2014, Kadokawa Corporation announced its intention to purchase the company from former shareholder Transcosmos. The deal was finalized on May 21, 2014. FromSoftware expanded into a new studio in Fukuoka in October 2015, which began operations in January 2016.

In December 2015, FromSoftware was nominated for developer of the year at The Game Awards 2015, but lost to CD Projekt Red.

Frontier Developments

Formerly	*Frontier Developments Limited (1994–2013)*
Type	*Public*
Founded	*28 January 1994*
Founder	*David Brabenz*
Headquarters	*Cambridge, England*
Employees	*312 (2017)*
Website	*frontier.co.uk*

Frontier Developments plc is a British video game developer based in Cambridge, England. David Braben is the founder and chief executive officer of the company. It has produced several games in the Elite series, including 2014's Elite: Dangerous.

Frontier Developments' first game was the 1993 Amiga CD32 port of the largely successful Frontier: Elite II followed by Frontier: First Encounters, second sequel to the seminal 1984 game Elite by Acornsoft. The company describes the original Elite as a *"Game by Frontier"*, in its back catalogue during the company's 2013 sale of shares to the public, with David Braben owning all rights to the game assigned to the company in 2008.

Between 2005 and 2011, the company experienced a turmoil while developing its next generation title The Outsider. Its feature list was ambitious from its initial announcement, although little was seen of the game in public following this. The project was initially self-funded by the developer but failed to maintain publisher backing. When Codemasters withdrew from the deal the studio was also forced to make 17 staff members redundant.

. A second studio, Frontier Developments Inc., was opened in Halifax, Nova Scotia, Canada in August 2012, headed by David Walsh as its president, and closed in January 2015. In 2013, the company reincorporated as a public limited company, and entered the stock market.

On January 3, 2017, TMZ reported that the company sued Atari, Inc. for not paying the company enough for royalties for their game RollerCoaster Tycoon 3; Frontier reported that they only received $1.17 million when they needed $3.37 million.

Gearbox Software

Type	*Private*
Founded	*February 16, 1999*
Headquarters	*Frisco, Texas, U.S.*
Divisions	*Gearbox Publishing*
Subsidiaries	*Gearbox Studio Quebec*
Employees	*350*
Website	*gearboxsoftware.com*

Gearbox Software, L.L.C. is an American video game development company based in Frisco, Texas.

Gearbox Software was founded on February 16, 1999 by five members of the content team from the defunct developer Rebel Boat Rocker: Randy Pitchford, Brian Martel, Stephen Bahl, Landon Montgomery, and Rob Heironimus. Before Rebel Boat Rocker, Pitchford and Martel previously worked together at 3D Realms, and Montgomery previously worked at Bethesda Softworks.

They started with developing expansions to Valve Software's Half-Life. Porting Half-Life to console platforms (each with new game content) followed, building the company's experience in console game-making, in addition to enhancing and building upon the successful Counter-Strike branch of the Half-Life franchise. Prior to Half-Life 2, they had developed or helped develop every Half-Life expansion game or port, including Opposing Force, Blue Shift, Counter-Strike: Condition Zero, Half-Life for the Sony PlayStation 2 (including Half-Life Decay), and Half-Life for the Sega Dreamcast (including Blue Shift).

In 2005 Gearbox launched its first independent set of games, Brothers in Arms, on console and mobile devices. It became their flagship franchise and spun off a comic book series, television documentary, books, and action figures. Their second original game series Borderlands was released in 2009, and by 2015 had sold over 26 million copies. The company also owns the intellectual property of Duke Nukem and Homeworld.

In February 2014, Gearbox filed a lawsuit against 3D Realms for attempting to make another Duke Nukem game without the consent of the company.

Genki

Type	*Kabushiki gaisha*
Founded	*October 16, 1990 (original company)*
	February 26, 2008 (current company)
Headquarters	*Nakano, Tokyo*
Key people	*Hiroshi Hamagaki (President)*
Website	*www.genki.co.jp (en)*

Genki Co., Ltd. is a Japanese developer of computer and video games. It was founded in October 1990 by Hiroshi Hamagaki and Tomo Kimura, who left Sega to form the company. The company is best known for its racing game titles. According to MobyGames, the company logo is a picture of Hiroshi Hamagaki, drawn by his son when he was 3 years old.

In its early years, Genki dabbled in a few different genres, looking for its niche. On one end of the spectrum, there was Devilish, a game similar to Arkanoid that was released for Sega's Game Gear and Mega Drive systems in 1991. On the other end, there was Kileak: The DNA Imperative, a first-person mecha shooting game for the PlayStation which was released in 1995.

Genki found its niche in 1994 with the release of Shutokō Battle '94 Keichii Tsuchiya Drift King for the SNES—the first in a long-running series of racing games. Shutokou Battle 2 followed one year later, in 1995, and was also for the SNES.

Within the same year, Genki shifted towards developing 3D games, continuing the Shutokou Battle series with Highway 2000 on the Sega Saturn. Genki also produced major titles for both the PlayStation and Nintendo 64 consoles in the following two years.

In 2010, Genki created an alternate reality game division called Genki ARG, to replace the currently discontinued Genki Racing Project. This division was closed in late of March 2012.

The Shutokou Battle series was recently revived with a Mobage version for mobile phones released in 2017. This is the first Shutokou Battle game after GRP was discontinued. The same year, however, Genki announced that they were discontinuing the service, to be shut down in late of that year.

Grasshopper Manufacture

Type	*Subsidiary*
Founded	*30 April 1998*
Key people	*Goichi Suda (CEO)*
Headquarters	*Chiyoda, Tokyo, Japan*
Parent	*GungHo Online Entertainment (2013–present)*
Employees	*35*
Website	*grasshopper.co.jp/en/*

Grasshopper Manufacture Inc. is a Japanese video game developer founded on 30 March 1998 in Suginami, Japan. Grasshopper gained mainstream attention in 2005 for the GameCube and PlayStation 2 game Killer7. In addition to Killer7, they have developed Michigan: Report from Hell (released in Japan, Europe) and a number of Japan-only titles. Grasshopper Manufacture was also responsible for the Nintendo DS game Contact, the Wii game No More Heroes and its sequel No More Heroes 2: Desperate Struggle, and Shadows of the Damned. The company is headed by Goichi Suda, also known as Suda51, and is noted for its original and imaginative titles - ones that are also fraught with financial risk. Potential losses are often made up by the development of games based on popular anime franchises, such as Samurai Champloo: Sidetracked, Blood+: One Night Kiss, and Rebuild of Evangelion: Sound Impact.

Grasshopper was said to be working on an Xbox 360 title, and have presented a concept for a PlayStation 3 game called Kurayami, a non-linear action adventure inspired by the worrying and confused universe of the Czech writer Franz Kafka, whom Goichi Suda admires. This was later cancelled and reincorporated ideas were put into the game Shadows of the Damned.

Employee count doubled in the span of 18 months to 140 by 2011.

On 30 January 2013, Grasshopper Manufacture was acquired by GungHo Online Entertainment, primarily known for hosting the Japanese server of Ragnarok Online, as well as their development of Ragnarok DS. They have since released Let It Die.

Harmonix

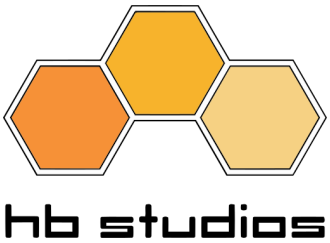
Type	*Private*
Founded	*10 May 1995*
Headquarters	*Boston, Massachusetts, U.S.*
Key people	*Steve Janiak (CEO)*
Owner	*Viacom (2006–2010)*
Parent	*Viacom Media Networks (2006–2010)*
Website	*harmonixmusic.com*

Harmonix Music Systems, Inc., doing business as Harmonix, is an American video game development company based in Boston, Massachusetts, perhaps best known as being the developer of Dance Central, Rock Band and Fantasia: Music Evolved, as well as being the original developer of the Guitar Hero series before development moved to Neversoft and Vicarious Visions.

Harmonix was founded on May 10, 1995 by Alex Rigopulos and Eran Egozy, who met while attending MIT. Egozy was an electrical/computer engineer with an interest in music, while Rigopulos was a music composition major with an interest in programming; both met while working in the MIT Media Lab. After building a computer music generation system that could algorithmically create music on the fly, the two considered how one could use a joystick to control the system, and set up a demonstration of the unit for the Lab, which gained interest from others in the Lab. The two realized that after graduation that they probably couldn't pursue such ideas working at any existing companies, so they chose to start their own. The company was built on the premise that the experience of performing music could become accessible to those who would otherwise have trouble learning a traditional instrument.

Harmonix' first major video game was Frequency, with its development funded by Sony Computer Entertainment along with about $2 million in investments in the company.

In the early part of 2006, Activision acquired RedOctane, and several publishers became interested in acquiring Harmonix. In September 2006, MTV Networks, a division of media conglomerate Viacom, announced that it was acquiring Harmonix on behalf of MTV Networks for $175 million.



HB Studios

Founded	*2000*
Founder	*Jeremy Wellard*
Headquarters	*Lunenburg, Nova Scotia, Canada*
Key people	*Alan Bunker (CEO)*
	Craig Heffler (CFO)
Employees	*80+*
Website	*hb-studios.com*

HB Studios is a Canadian video game developer founded in 2000 and located in Nova Scotia, Canada. They are best known for their rugby and cricket games, published by EA Sports.

HB Studios was founded in 2000 by Jeremy Wellard in Lunenburg, Nova Scotia. The company started with nine employees, and developed Cricket 2002 for Electronic Arts' Asia Pacific studio.

In 2004, HB Studios entered a multi-project deal with EA Canada to continue developing sports games for the EA Sports label, including further games in the Rugby and Cricket series, FIFA Street 2 for the PlayStation Portable as well as co-development on Madden 07 for the Wii. This exclusivity deal ended in 2007, after which the company was hired by THQ to create Big Beach Sports for the Wii. This was HB Studios' first non-sports simulation game as well as the first game not developed for the EA Sports label.

In 2008, HB Studios opened a second studio in Halifax, Nova Scotia as well as now operating with 130 employees. The Halifax studio was closed at the end of July 2012 with all development moved to their headquarters in Lunenberg.

A second label, HB Arcade, was formed in 2009, with the goal of self-publishing downloadable titles on WiiWare, PSN and Xbox Live Arcade.

In February 2015, HB Studios' founder, Jeremy Wellard, announced he was stepping down as President of the company with COO Alan Bunker announced as his replacement.

The release of their VR title, The Golf Club VR was released in February 2017 to rave reviews. HB Studios also released their next golf title, The Golf Club 2, in June 2017.

High Moon Studios

Formerly	*Sammy Studios (2001–05)*
Type	*Subsidiary*
Founded	*2001 (as Sammy Entertainment)*
Headquarters	*Carlsbad, California, United States*
Employees	*100*
Parent	*Activision*
Website	*highmoon.com*

High Moon Studios (formerly Sammy Studios) is an American video game developer that used to be a part of Sierra Entertainment. It has developed multiple Transformers video games as well as assisting in the development of both Call of Duty: Advanced Warfare and Destiny.

Originally owned and operated by the Japanese publisher Sammy, the former Sammy Studios, Inc. established itself as an independent developer following Sammy's pull-out of American development in efforts to focus on its Japanese productions. In March 2005, the company announced that it had completed a management buyout from Sammy Corporation, and had changed its name to High Moon Studios, Inc., with CEO John Rowe heading the developer's continuing North American efforts on previous games from Sammy Studios and other titles (including the shooter Darkwatch.) In January 2006, it was announced that Vivendi Universal Games had acquired High Moon Studios. John Rowe, president and CEO of High Moon, continues to manage the studio from Carlsbad, CA. After the merger of Vivendi and Activision, the studio became a subsidiary of Activision Blizzard. Following the completion of Deadpool, Activision fired 40 full-time employees from High Moon Studios that worked on the project. Activision made this statement: *"Activision Publishing consistently works to align its costs with its revenues – this is an ongoing process, with the completion of development on Deadpool, we are taking a reduction in staff at High Moon Studios to better align our development talent against our slate."*

Hudson Soft

Founded	*May 18, 1973*
Founders	*Yuji Kudo*
	Hiroshi Kudo
Defunct	*March 1, 2012*
Fate	*Merged into Konami Digital Ent.*
Parent	*Konami*
Employees	*421 (2011)*

Hudson Soft Co., Ltd, commonly known by its brand name Hudson, was a Japanese video game company that released numerous games for video game consoles, home computers and mobile phones, mainly from the 1980s to the 2000s. It was headquartered in the Midtown Tower in Tokyo Midtown, Akasaka, Minato, Tokyo, Japan, with an additional office in the Hudson Building in Sapporo.

Hudson Soft was founded in Toyohira-ku, Sapporo, Japan on May 18, 1973 by brothers Yuji and Hiroshi Kudo. The founders grew up admiring trains, and named the business after their favorite, the Hudson locomotives (called the "4-6-4", and especially Japanese C62). Initially, it dealt with personal computer products, but later expanded to the development and publishing of video games, mobile content, video game peripherals and music recording. Primarily a video game publisher, it internally developed many of the video games it published, as well as a few published by other companies. It is known for series such as Bomberman, Adventure Island, Bloody Roar, and Bonk.

Hudson Soft made the TurboGrafx-16 in association with NEC, to compete against Nintendo, Sega, and SNK, while continuing making games on other platforms, as a second-party developer.

Hudson Soft ceased to exist as a company on March 1, 2012, and merged with Konami Digital Entertainment who was the surviving entity. Despite the demise of Hudson Soft, Konami had intended for products and services to continue being developed and offered under the Hudson brand. The Hudson website was even initially retained and maintained by Konami. In practice, however, there was no significant action from Konami with the Hudson brand, save for some re-releases on the Virtual Console.

Humongous Entertainment

Former type	*Subsidiary*
Founded	*March 2, 1992*
Defunct	*July 1, 2006*
Fate	*Merged out*
Headquarters	*Bothell, Washington, U.S.*
Parent	*Atari, Inc. (1996–2005)*
	Infogrames (2005–2006)

Humongous Entertainment, Inc. was an American video game developer based in Bothell, Washington. The company is best known for developing multiple edutainment franchises, of which most prominently, Freddi Fish, Pajama Sam and Spy Fox, which, combined, sold over 15 million copies and earned more than 400 awards of excellence.

Humongous Entertainment was formed on March 2, 1992, by Shelley Day and Ron Gilbert. The name Humongous Entertainment was suggested by Gilbert's ex-LucasArts colleague, Tim Schafer. It became known for point-and-click adventure games intended for young children, such as the Putt-Putt series, the Freddi Fish series, the Pajama Sam series and the Spy Fox series, all released in the "Junior Adventure" series. The company got the reputation as the "third largest children's educational-software company".

Humongous Entertainment was acquired by GT Interactive (later renamed Infogrames, Inc., then Atari, Inc.) in July 1996. By October 2000, sales of Humongous games had surpassed 16 million copies. GT sold Humongous to its parent company, Infogrames (later renamed Atari, SA), in August 2005, as a result of which the company was shut down a few months after. Infogrames transitioned the label to a new company, Humongous, Inc., which continued publishing games under the Humongous label until 2009, when it faced bankruptcy. As part of the bankruptcy agreement of the Atari, SA subsidiary Atari, Inc., Humongous, Inc. and Atari Interactive, Tommo acquired the Humongous brand and all of its assets, and went on to re-release some of its games into digital distribution channels in conjunction with Night Dive Studios.

Insomniac Games

Type	*Private*
Founded	*February 28, 1994*
Founder	*Ted Price*
Headquarters	*Burbank, California, United States*
Employees	*275+*
Divisions	*Insomniac North Carolina*
Employees	*insomniac.games*

Insomniac Games, Inc. is an American video game developer whose corporate headquarters is located in Burbank, California. It was founded in 1994 by Ted Price as Xtreme Software, and was renamed Insomniac Games a year later. The company is most known for developing several early PlayStation mascots, Spyro the Dragon, Ratchet, and Clank, as well as the Resistance franchise, 2014's Sunset Overdrive and 2018's Spider-Man.

The company's first project was Disruptor, for the first PlayStation console, whose poor sales almost led to the company's bankruptcy. Insomniac's next project was Spyro the Dragon, a successful video game that spawned two sequels within two years. Insomniac closely collaborated with Sony Computer Entertainment and created two game franchises, Ratchet & Clank, and Resistance. Both franchises are both critical and financial success for the company. The company also worked on its first multiplatform game Fuse in 2013 with Electronic Arts as its publisher, but the game turned out to become one of Insomniac's worst-reviewed games.

Since 2014, Insomniac has actively expanded its portfolio of games. The company worked with Microsoft Studios on 2014's Sunset Overdrive, partnered with GameTrust to release the underwater Metroidvania game called Song of the Deep, released several mobile games and virtual reality projects, and introduced a reimagining of the first Ratchet & Clank. The company is working on its first licensed title, Marvel's Spider-Man for PlayStation 4, set to be released in 2018.

Despite being Sony's frequent collaborator and having previously located in the same building as Naughty Dog, Insomniac had never been part of the SIE Worldwide Studios.

Interactive Television Entertainment

Formerly	*SilverRock Productions*
Founded	*1988*
Founder	*Ivan Sølvason*
Headquarters	*Copenhagen, Denmark*
Defunct	*2006*
Fate	*Purchased*
Successor	*NDS Denmark*

Interactive Television Entertainment (ITE) was a Copenhagen-based Danish company. It was best known for developing and producing the Hugo media franchise.

The company was founded by Ivan Sølvason in 1988. It was renamed as Interactive Television Entertainment in 1992, following the launch of the first Hugo TV show in 1990, which was created together with Niels Krogh Mortensen. In 1998, ITE Media game development and publishing company was founded for the Hugo video game series. Besides its successful Hugo shows, the company's television products included the motion capture system Animation Mask System (AMS) developed in 1993 and the programs Crazy Cartoon Soccer (1995), Stinky & Stomper, Sporty, and Tush Tush. ITE opened overseas offices in Los Angeles in 1997, in Tokyo in 1998, and in London in 1999. By 2005, ITE was regarded as one of Denmark's five largest video game developers. In 2000, ITE had net sales of DKK 66 million. The company released over 190 video games, selling more than six million copies.

In 2002, Sølvason was forced to sell all of ITE to the venture capital company Olicom A/S for only DKK 5 million, having lost an earlier offer of DKK 80 million in 2000 due to a 10-minute fax delay by adviser Arthur Andersen corporate finance division; Olicom had already owned 50% shares in ITE since 2001 (acquired for DKK10 million). Olicom then invested $22 million into the company, reduced the staff of ITE by a third to 60 employees and attempted to expand more into the U.S., UK, and Asian markets. Olicom in turn sold ITE in 2006, by then staffed by only 35 employees, ITE was purchased by NDS Group and became NDS Denmark; NDS Denmark closed down in 2010.

Interplay Entertainment

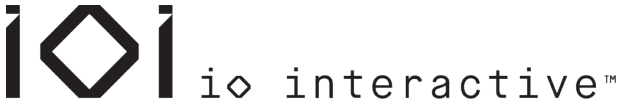
Type	*Public*
Founded	*1983 (as Interplay Productions)*
Headquarters	*Los Angeles, California, U.S.*
Divisions	*Black Isle Studios*
	Interplay Discovery
Key people	*Hervé Caen (Chairman and CEO)*
Website	*interplay.com*

Interplay Entertainment Corp. was an American video game distributor. As a developer, Interplay is best known as the original creator of the Fallout series and as a publisher for the Baldur's Gate and Descent series. They are also known for their contributions to major developers such as Blizzard Entertainment, BioWare, and Treyarch.

The company was founded in October 1983 as Interplay Productions in southern California with Brian Fargo as CEO, and programmers Jay Patel, Troy Worrell, and Rebecca Heineman all of whom had previously worked with Fargo at a small video game developer called Boone Corporation. The first projects were non-original and consisted of software conversions and even some military work for Loral Corporation. After negotiations with Activision, Interplay entered a $100,000 contract to produce three illustrated text adventures for them. Published in 1984, Mindshadow is loosely based on Robert Ludlum's Bourne Identity while The Tracer Sanction puts the player in the role of an interplanetary secret agent. Borrowed Time which features a script by Arnie Katz' Subway Software followed in 1985. These adventures built upon work previously done by Fargo: his first game was the 1981-published Demon's Forge.

In 1997, Interplay developed and released Fallout, a successful and critically acclaimed role-playing video game set in a retro-futuristic post-apocalyptic setting. Black Isle Studios, a newly created in-house developer, followed with the sequel, Fallout 2, in 1998.

By the early 2000s, the company went bankrupt, and after Hervé Caen became CEO of the company, the company discontinued developing and publishing games.



IO Interactive

Formerly	*IO Interactive ApS (1998–2000)*
Type	*Private*
Founded	*16 September 1998*
Headquarters	*Copenhagen, Denmark*
Parent	*Reto-Moto (59.7%; 1998–2004)*
	Square Enix Europe (2004–2017)
Employees	*170 (2016)*

IO Interactive A/S (IOI) is a Danish video game developer based in Copenhagen, best known for developing the Hitman series.

In 1997, Reto-Moto was founded as a video game developer in Copenhagen. Before the studio finished any games, they struck a partnership with Danish film studio Nordisk Film in 1998 that would lead to the creation of a developer jointly owned by the two companies. The resulting company, IO Interactive, was founded on 16 September 1998, with Reto-Moto's seven employees, Jesper Vorsholt Jørgensen, Rasmus Guldberg-Kjær, Martin Munk Pollas, Karsten Lemann Hvidberg, Jacob Andersen, Janos Flösser and David Guldbrandsen, serving as the founders and initial staff of IO Interactive. Nordisk Film held a 40.3% stake in the venture, while all other shares were owned by the seven founders through Reto-Moto.

Early on, IO Interactive conceptualised a fantasy MMO entitled Rex Dominus, however, Nordisk Film staff asked the development team to cease production on Rex Dominus and *"test [themselves]"* by developing a *"simple shooter"* instead. As such, the team opted for a run and gun action game, which would later become Hitman: Codename 47.

The company was acquired by publisher Eidos Interactive for GB£23 million in March 2004, which saw itself acquired by Square Enix in 2009 and became known as Square Enix Europe. In May 2017, Square Enix announced that they had ceased funding for IO Interactive and started seeking a buyer for the studio. Subsequently, the company completed a management buyout in June 2017, becoming independent and regaining the rights to their Hitman and Freedom Fighters franchises.

Irem

Type	*Public*
Founded	*1974 (Irem Corporation)*
	1997 (Irem Software Engineering)
Headquarters	*Chiyoda, Tokyo, Japan*
Key people	*Masaki Ono (President)*
Employees	*259 (March 2016)*
Parent	*Eizo*

Irem is a Japanese video game console developer and publisher, and formerly a developer and manufacturer of arcade games as well.

Irem's ancestor was founded in 1969 by Kenzo Tsujimoto in Osaka Prefecture. Tsujimoto opened his store in Osaka to sell machines for cotton candy stores. At the time, Tsujimoto was already confident in the potential of the game entertainment and started including the manufacturing of pachinko machines to his business as early as 1970.

The success of the store led to the creation in 1974 of IPM Co Ltd, with Tsujimoto as its president. "IPM" stood for International Playing Machine. With Breakout and its various clones dominating the video game scene, IPM started to manufacture, sell, and rent arcade hardware cabinets. In 1977, IPM partnered with Nanao Corporation of Ishikawa Prefecture to produce CRT monitors for its arcade cabinets.

Irem is probably mostly known internationally for three 1980s arcade games: Moon Patrol (1982), Kung-Fu Master (1984), and R-Type (1987). Irem has been popular in Japan with games like Photoboy for the PC Engine and In the Hunt for the arcades.

As a result of the 2011 Tōhoku earthquake and tsunami, Irem canceled the majority of its remaining video game projects, including Zettai Zetsumei Toshi 4: Summer Memories and Poncotsu Roman Daikatsugeki Bumpy Trot 2. Irem refocused to become primarily a slot-machine and pachinko developer, the industry it was in before turning to video games. Many Irem designers, including producer Kazuma Kujo, gathered to form a new company called Granzella to continue creating video games.

Jaleco

Type	*Corporation*
Founded	*October 3, 1974*
	July 3, 2006
Defunct	*May 21, 2014*
Fate	*Dissolved*
Headquarters	*Shinagawa-ku, Tokyo 141-0031*

Jaleco was founded on October 3, 1974 as the Japan Leisure Co., Ltd., a manufacturer of amusement equipment; its headquarters was in Setagaya-ku, Tokyo, Japan. In 1982, the company started developing and manufacturing arcade video games. That year, the company shortened its brand name to Jaleco and formally changed its name to Jaleco Ltd. in 1983.

Jaleco was a video game company whose focus lay in arcade titles, as well as titles for the NES and other popular computer and video game consoles of the 1980s and 1990s, most notably the Bases Loaded series and Carrier.

In 2006, it decided to become a pure holding company by renaming itself Jaleco Holding and splitting its video game operations into a newly created subsidiary that took its former name of Jaleco Ltd.

By 2000, Jaleco, still active in the development of arcade and console video games, hadn't produced any hit title in years and was in a struggling state. Its American division Jaleco USA had already left the arcade industry in 1993. In 2000, Jaleco was acquired by Hong Kong company PCCW. Jaleco, renamed PCCW Japan, gave the PCCW Group a foothold in Japan. PCCW heavily restructured the company, shutting down Jaleco's arcade division and other non-profitable departments to focus on video games for consoles of the sixth generation era. PCCW Japan itself acquired on April 2001 the VR-1 Group which included VR-1 Entertainment, a U.S. developer of massively multiplayer online role playing games, to bring a more global focus to its current and future software endeavors. In 2009, Jaleco Holding sold Jaleco Ltd to Game Yarou. On May 21, 2014, Game Yarou was declared bankrupt by the Tokyo District Court. Since then, Jaleco has disappeared and its website is no longer active.

Jester Interactive

Type	*Limited*
Founded	*1997*
Headquarters	*Wales, United Kingdom*
Key people	*Lee Wright*
	Tim Wright
	Gavin Morgan

Jester Interactive is a video game developer based in North Wales in the United Kingdom.

Jester Interactive Limited was formed as part of, and through funding from Morgan Computing Limited - a Database Software company based in North Wales. Key staff who kicked off this venture were Lee Wright, Tim Wright and Gavin Morgan, Managing Director of Morgan Computing Limited.

Jester Interactive initially consisted of a small team of five people working in offices based at Liverpool's Port of Liverpool Building where a custom made studio was constructed to develop the company's first title NoiseToys. NoiseToys was later re-titled MUSIC Station, and then shortened to simply MUSIC with the strap line Music Creation for the PlayStation Generation. This line of software also featured a DJ Character known affectionately as 'Scratchy' which usually appeared on all Jester's MUSICtm products.

After a very quick development of roughly 9 months, Jester launched its first title MUSICtm through Codemasters to critical acclaim. Winners of the Official PlayStation Magazine award for the Most Innovative Game 1999 and Sony Computer Entertainment America's award for Most Innovative Game 2000, Jester also twice reached final nomination for the highly acclaimed BAFTA awards in the category of user interface.

Jester Interactive has been first in many areas; It was the first software development house to be given permission by Sony to launch a non-game utility on its PlayStation console, likewise by Nintendo on its Game Boy handheld consoles. It was also the first new media company to benefit from the assembly government's £7m Wales Creative IP Fund.

Key

Type	*Brand of VisualArt's*
Founded	*July 21, 1998*
Headquarters	*Kita, Osaka, Japan*
Key people	*Jun Maeda*
	Shinji Orito
	Na-Ga
Website	*key.visualarts.gr.jp*

Key is a Japanese visual novel studio which formed on July 21, 1998 as a brand under the publisher VisualArt's and is located in Kita, Osaka. Key's debut visual novel Kanon (1999) combined an elaborate storyline, up-to-date anime-style art, and a musical score which helped to set the mood for the game. Key's second game Air (2000) had a similar if not more complex storyline to Kanon and a more thorough gameplay. Both Kanon and Air were originally produced as adult games, but Key broke this trend with their third title Clannad (2004) released for all ages. Key has worked in the past with Interchannel and Prototype for the consumer port releases of the brand's games. Key collaborated with P.A. Works and Aniplex to produce the anime series Angel Beats! (2010) and Charlotte (2015). Key has released 13 games, the latest being the visual novel Summer Pockets in 2018.

Co-founder Jun Maeda is a prominent figure in the brand, having contributed to the planning, scenario, and music composition in the majority of Key's visual novels. Na-Ga, Key's main artist, mainly worked with background art in earlier games, but with Key's sixth game Little Busters! (2007) was given the position of co-art director with former Key artist Itaru Hinoue. Shinji Orito, Key's main composer and another co-founder, has composed music for the majority of Key's titles.

Key has been an active participant at the Comiket convention since Comiket 57 in 1999, where they sold Kanon-related products; Key's latest appearance at Comiket was at Comiket 93 in 2017. In 2001, VisualArt's created the record label Key Sounds Label to release music albums and singles with music related to Key's visual novels.

Koei

Type	*Kabushiki gaisha Division*
Founded	*25 July 1978*
Fate	*Merged with Tecmo*
Successor	*Koei Tecmo Games*
Headquarters	*Yokohama, Japan*
Parent	*Koei Tecmo*

Koei Co., Ltd. was a Japanese video game publisher, developer, and distributor. The company is known for its historical simulation games based on the novel Romance of the Three Kingdoms, as well as simulation games based on pseudo-historical events.

Koei was established in July 1978 by Yōichi Erikawa (also known as Kou Shibusawa) and Keiko Erikawa. Yoichi was a student at Keio University, and when his family's rural dyestuffs business failed he decided to pursue his interest in programming. The company to this day is located in the Hiyoshi area of Yokohama along with Erikawa's alma mater.

The company initially focused on personal computer sales and made-to-order business software. In 1983 it released Nobunaga's Ambition, a historical strategy game set during the Sengoku period of Japanese history. The game went on to receive numerous awards, and Koei produced several more such games set against the backdrop of world history, including Romance of the Three Kingdoms, set during the Three Kingdoms period of Chinese history, and Uncharted Waters, set in Portugal during the Age of Exploration.

The company found mainstream success in a series of loosely historical action games, the flagship titles of which are the Dynasty Warriors and Samurai Warriors series, also known as the Musō series. Koei also owns a division known as Ruby Party, which focuses on otome games.

On April 1, 2009, Koei merged with Tecmo to form the Tecmo Koei Holdings holding company. Koei changed its name to Tecmo Koei Games on April 1, 2010 by absorbing Tecmo, and again on July 1, 2014 to Koei Tecmo Games. As of 2017, Koei Tecmo Games continues to use the Koei brand.

Konami

Type	*Kabushiki gaisha*
Founded	*March 21, 1969*
Founders	*Kagemasa Kōzuki*
Headquarters	*Tokyo Midtown, Minato, Tokyo, Japan*
Owner	*Kozuki family (29%)*
Employees	*5,048 (2017)*
Subsidiaries	*4K Media Inc.*

Konami Holdings Corporation, commonly referred to as Konami, is a Japanese entertainment company. It operates as a product distributor (which produces and distributes trading cards, anime, tokusatsu, slot machines and arcade cabinets), video game developer and publisher company. It also operates health and physical fitness clubs across Japan.

Konami is famous for popular video game series such as Suikoden, Castlevania, Contra, Dance Dance Revolution, Metal Gear, Pro Evolution Soccer, Silent Hill and Yu-Gi-Oh!. Konami is the twentieth-largest game company in the world by revenue.

The company's founder and current chairman, Kagemasa Kozuki, previously ran a jukebox rental and repair business in Toyonaka, Osaka before transforming the business into a manufacturer of amusement machines for video arcades. Their first coin-operated video game was released in 1978, and they began exporting products to the United States the following year. Konami began to achieve success with hit arcade games such as 1981's Frogger, Scramble, and Super Cobra, many of which were licensed to other companies for stateside release, including Stern Electronics and Gremlin Industries.

The name "Konami" (/koʊˈnɑːmi/; Japanese pronunciation: [ko̞ˈnami]) is a conjunction of the names Kagemasa Kozuki, Yoshinobu Nakama, and Tatsuo Miyasako.

On March 3, 2015, Konami announced they would be shifting focus away from individual studios, notably Kojima Productions. Internal sources claimed the restructure was due to a clash between Hideo Kojima and Konami. Kojima left Konami several days afterwards, re-opening Kojima Productions as an independent company.

Krome Studios

Type	*Proprietary limited company*
Founded	*1999*
Headquarters	*Fortitude Valley, Queensland*
Key people	*Robert Walsh (CEO)*
	Steve Stamatiadis (Creative Director)
	Lindsay Parmenter (Head of Development)
Website	*kromestudios.com*

Krome Studios Pty Ltd. is an Australian video game company. Its headquarters were in Brisbane and it previously had offices in Adelaide and Melbourne. Krome Studios is best known for their Ty the Tasmanian Tiger games and for their reboot of the Spyro the Dragon franchise. The company was founded in 1999 by Robert Walsh, who is the current CEO, Steve Stamatiadis, the creative director and John Passfield, the design director who left the company in 2005. Krome has created games for the Xbox, Nintendo GameCube, Wii, Game Boy Advance, Dreamcast, PlayStation, PlayStation 2, Macintosh and PC. Krome has also developed for Xbox 360, PlayStation 3, Wii, PlayStation Portable, Windows Phone 7, iOS and Windows 8.

In 2010, Krome Studios was awarded the number 52 spot in the Develop 100 list, placing them alongside developers such as Sierra Entertainment, LucasArts, Epic Games, Activision, Blizzard Entertainment and Electronic Arts. Also in this year Krome Studios entered into a technology sharing agreement with Emergent Game Technologies, making them a leader in 3D video game engines.

On 18 August 2010, it was reported that Krome had closed down their Adelaide studios and made significant staff cuts to their Melbourne and Brisbane offices, with as many as 100 staff let go. On 18 October 2010, it was reported that all remaining staff were let go; however, on 1 November CEO Robert Walsh responded to an email sent by IGN stating that Krome Studios had not closed down.

In July 2012, Krome Studios re-opened their website which remained dormant since their fall in 2010, announcing that Ty the Tasmanian Tiger would return. Since then Krome have developed two games based on Ty the Tasmanian Tiger for iOS and PC.

Kuju Entertainment

Type	*Subsidiary of Catalis S.E.*
Founded	*1998*
Owner	*Catalis S.E.*
Parent	*Catalis S.E.*
Website	*kuju.com*

Kuju Ltd is an international video game developer. Kuju was formed in 1998 in Shalford, Surrey, England, after a management buyout of Simis from Eidos Interactive. Kuju has released titles across different devices, ranging from Art Academy on the Nintendo DS, The Lord of the Rings: Aragorn's Quest for the Wii, and an Xbox One title, Powerstar Golf.

The name "Kuju" originates from the initials of the founders' first names: Ian Baverstock and Jonathan Newth. Jonathan was leafing through a Japanese dictionary when he found the numbers nine and ten – "ku" and "ju" – corresponding to the positions of "I" and "J" in the English alphabet. The combined result was Kuju.

In 1998, Ian Baverstock and Jonathan Newth were running Simis, an in-house development studio owned by Eidos. In the same year, Ian and Jonathan led a management buyout of the studio from Eidos Interactive, forming Kuju Ltd. Their first game was Tank Racer – a 3D action racer for PC, PlayStation and Mobile.

By 2001, Kuju was employing a team of 80 developers, in three separate offices around the UK in London, Surrey and Brighton. Their most notable project at the time was Microsoft Train Simulator.

In 2002, Kuju floated on the Alternative Investments Market (AIM) of the London Stock Exchange. Shortly thereafter the company signed its first game with THQ based on the Games Workshop franchise – Warhammer 40,000: Fire Warrior.

In 2007, Kuju Ltd. was acquired by a German media investment firm, Catalis SE. Soon after, Kuju Brighton was rebranded to Zoë Mode, and in 2008, Kuju London rebranded to Headstrong Games.

In 2012, Dominic Wheatley of Domark was appointed as CEO.

Level-5

Type	*Kabushiki gaisha*
Founded	*October 1998*
Headquarters	*Fukuoka, Japan*
Employees	*300*
Divisions	*Level-5 abby*
	Level-5 Motion Capture Studio
Website	*level5ia.com*

Level-5 Inc. is a Japanese video game developer and publisher based in Fukuoka, who are best known for their Professor Layton, Inazuma Eleven, Ni no Kuni, and Yo-kai Watch franchises.

Level-5 was established in October 1998 by Akihiro Hino and his development team at Riverhillsoft, following the release of OverBlood 2. Since Hino did not originally believe that his team could become an independent developer, he formed a partnership with Sony Computer Entertainment, who would allow him to develop for their upcoming PlayStation 2 under the condition that he set up his own company. The name, "Level-5", was a reference to Japanese school report cards, where "Level-5" is the highest possible mark. Soon after being created, the company had eleven employees.

In just four years, Level-5 went from small startup studio to one of the premier RPG developers in Japan, and have since enjoyed immense critical and commercial success. In early 2007, the company released its first fully self-funded and self-published title in Japan, Professor Layton and the Curious Village, which has since enjoyed incredible commercial success, shipping more than 840,000 copies to retail, and has officially transitioned Level-5 into both a developer and publisher of interactive video game entertainment in Japan.

By the early 2010s, Level-5 was one of the ten largest video game companies in Japan, holding a market share of 3.2%.

In October 2015, Level-5 founded a spin-off company in Santa Monica, in cooperation with Dentsu, called Level-5 abby. Its purpose is to develop multimedia entertainment for Western demographics.

LucasArts

Type	*Subsidiary*
Founded	*May 1, 1982*
Founder	*George Lucas*
Headquarters	*San Francisco, California, U.S.*
Parent	*Lucasfilm (The Walt Disney Company)*
Employees	*<10*
Website	*lucasfilm.com/games*

LucasArts Entertainment Company, LLC is an American video game publisher and licensor. Until 2013, it was also a video game developer. LucasArts is best known for its graphic adventure games, as well as games based on the Star Wars and Indiana Jones franchises. Its headquarters are in San Francisco, California.

In 1979, George Lucas wanted to explore other areas of entertainment, and created the Lucasfilm Computer Division in 1979, which included a department for computer games (the Games Group) and another for graphics. The graphics department was spun off into its own corporation in 1982, ultimately becoming Pixar.

Lucas initially served as the company's chairman. During a 1990 reorganization of Lucas companies, the Lucasfilm Games division was renamed LucasArts.

LucasArts was acquired by The Walt Disney Company through the acquisition of its parent company Lucasfilm in 2012. On April 3, 2013, Disney halted all internal development at LucasArts and laid off most of its staff. However, LucasArts remained open so that it could retain its function as a licensor.

Development of games based on the Star Wars license is carried out by Electronic Arts, through an exclusive license, for the core gaming market. Disney Interactive Studios retained the ability to develop, and LucasArts retained the ability to license the franchise for the casual gaming market. Development of video games based upon other Lucasfilm properties is now assumed by Disney Interactive Studios or licensed to third parties.

Maxis

Formerly	*Maxis Software*
	Maxis
Type	*Brand Name*
	Subsidiary
Founded	*1987*
Headquarters	*Redwood Shores, California, U.S.*
Parent	*Electronic Arts (1997–present)*

EA Maxis is a subsidiary of Electronic Arts. The company was founded in 1987 as Maxis Software, an American independent video game development company, and later became known as Maxis.

Maxis was founded in 1987 by Will Wright and Jeff Braun to help publish SimCity on home computers. Before then, the game was only available on a limited basis on the Commodore 64 due to few publishers showing any interest in porting it. The reason for this is because SimCity was not a traditional game that had definite "win" and "lose" conditions. The title went on to become one of the most popular and successful video games of all time.

In 1997 Maxis agreed to be acquired by Electronic Arts by means of a stock swap which valued Maxis at $125 million. The transaction completed on July 28, 1997.

Over 1998 Maxis was allowed to finish SimCity 3000 on its own time; following this, Wright's efforts were thrown into The Sims, at the time seen as a major gamble for the company, as the dollhouse game was not seen as a match for the video game market's demographics.

Maxis is the creator of one of the best-selling computer games of all time, The Sims (2000), its first major sequel The Sims 2 (2004), and the majority of their later expansions. After much restructuring of The Sims series development after The Sims 2, which saw development relegated to the new The Sims Studio (which later became absorbed into Maxis), the company released The Sims 4 in September 2014.

Maxis' Emeryville studio was closed in March 2015, moving development of Maxis titles to other EA studio locations.

Midas Interactive Entertainment

Type	*Subsidiary*
Founded	*1998*
	1999 (UK subsidiary)
Founder	*Paul Share*
Headquarters	*Braintree, UK*
Parent	*Majesty House Group*
Website	*midasinteractive.com*

Midas Interactive Entertainment is a European publisher of computer, PDA, mobile phone and video games. Midas Interactive Entertainment is based on the outskirts of Braintree in Essex, England .

Most of the console games published by Midas are "budget" releases sold at a lower price than the majority of new titles, and are often localised Japanese titles - many of which were also released at a budget price in Japan.

Midas was originally founded as a Netherlands-based company called Midas Interactive Entertainment BV in 1998 by Paul Share. Unlike with other budget publishers, King wanted his company to offer original titles and sell them inexpensively worldwide instead of buying games from other publishers and selling them cheaply. The company introduced their first labels: Reality and Arena Games. Midas during this time focused exclusively on publishing games for Windows and Macintosh.

A UK subsidiary known as Midas Interactive Entertainment Ltd. was founded in February 1999. Midas also acquired the Greenwich based game developer Interactive Entertainment Ltd. the same year, who would became a fully owned subsidiary of Midas.

In 2001, Midas Interactive Entertainment Ltd. became the Corporate Headquarters for the Midas Interactive Entertainment Group. The original Netherlands-based office remains in operation for the bulk of International sales plus central European manufacturing, warehousing & distribution.

In 2005, Midas formed a sister company called Ghostlight, who would take control of localising Japanese titles for the European market.

As of 2012, Midas no longer releases new titles.

Midway Games

Founded	*1958*
	1988 (re-incorporated)
Founder	*Henry Ross*
	Marcine Wolverton
Defunct	*2010*
Fate	*Bankruptcy*
Successor	*NetherRealm Studios*

Midway Games Inc. (formerly Midway Manufacturing and Midway) was an American video game developer and publisher. Midway's franchises included Mortal Kombat, Rampage, NBA Jam and NFL Blitz. Midway also acquired the rights to video games that were originally developed by Williams Electronics and Atari Games, such as Defender, Joust, Robotron 2084, Gauntlet, and the Rush series.

The company's predecessor Midway Manufacturing was founded in 1958, as an amusement game manufacturer. In 1973 it moved into the interactive entertainment industry, developing and publishing arcade video games. The company scored its first mainstream hit with the U.S. distribution of Space Invaders in 1978. Midway was purchased and re-incorporated in 1988 by WMS Industries Inc. After years as a leader in the arcade segment, Midway moved into the growing home video game market beginning in 1996, the same year that it made its initial public offering of stock. Midway was ranked the fourth largest-selling video game publisher in 2000.

After 2000, Midway continued to develop and publish video games for home and handheld video game machines, but it experienced large annual net losses and engaged in a series of stock and debt offerings and other financings and borrowings. Sumner Redstone, the head of Viacom/CBS Corporation, increased his stake in Midway from about 15%, in 1998, to about 87% by the end of 2007. In December 2008, Redstone sold all his stock and $70 million of Midway debt to Mark Thomas, a private investor, for $100,000.

In 2009, Midway Games filed in Delaware for bankruptcy. Warner Bros. purchased most of Midway's assets, and Midway settled with Mark Thomas to relinquish his Midway stock and debt.

Monolith Soft

Type	*Kabushiki gaisha*
	Subsidiary
Founded	*1 October 1999*
Headquarters	*Tokyo, Japan*
Parent	*Bandai Namco (1999–2007)*
	Nintendo (2007–present)
Employees	*168 (2018)*

Monolith Soft, Inc. is a Japanese video game development company. It was originally owned by Namco (later Bandai Namco) and currently owned by Nintendo. The company was founded in 1999 by Tetsuya Takahashi with the support and cooperation of Masaya Nakamura, the founder of Namco. Their first project was the Xenosaga series, a spiritual successor to the Square-developed Xenogears. Multiple Square staff would join Takahashi at Monolith Soft including Hirohide Sugiura and Yasuyuki Honne.

In addition to the Xenosaga series, Monolith Soft worked on other projects including Baten Kaitos: Eternal Wings and the Lost Ocean and Namco × Capcom (the precursor to the Project X Zone series), along with assisting on projects from other developers. While several of its titles have released on the PlayStation 2, the majority of its games have released on Nintendo platforms. Monolith Soft occupies four studios; its main studio in Tokyo that produces the company's original video game properties, the Nakameguro GS Studio and Iidabashi Studio, also in Tokyo, and a studio in Kyoto that acts as a supplementary developer for both the main studio and Nintendo.

The design approaches of Monolith Soft have shifted over its lifetime, with early games such as Xenosaga and Baten Kaitos being distinguished by a narrative-heavy approach, while later titles have focused more on gameplay. The company's stated goals are to create projects with wide creative freedom and to allow younger developers to contribute to these projects. The company is also notable for its focus on promoting a comfortable working environment with little to no overtime in contrast to the majority of other Japanese game developers, alongside collaborating with other studios and companies.

Namco

Type	*Kabushiki gaisha*
Founded	*1955*
	2006 (Bandai Namco Entertainment)
Founder	*Masaya Nakamura*
Headquarters	*Minato, Tokyo, Japan*
Parent	*Bandai Namco Holdings*
Website	*http://www.namco.co.jp*

Namco Limited is a Japanese corporation that operates game centers and theme parks, but is best known for its previous identity as a video game developer and publisher. Namco was a front-runner during the golden age of arcade video games. Pac-Man went on to become the best-selling arcade game in history and an international popular culture icon. Namco is also known for creating successful franchises such as Galaxian, Dig Dug, Xevious, Ridge Racer, Ace Combat, Tekken, Soul and Tales.

Based in Tokyo, the company started out by running children's rides on the roof of a department store in Yokohama. The business eventually expanded throughout the Tokyo area. Nakamura Seisakusho underwent in 1959 a name change to Nakamura Manufacturing Co, Ltd. Nakamura Manufacturing Company would later be used to form the acronym "NAMCO" as a brand name in 1971 which eventually became the company's own corporate name.

Namco was the industry's first manufacturer to develop and release a multi-player, multi-cabinet competitive game, Final Lap, in 1987. This game allowed up to eight players to compete when four two-player cabinets were linked in a simple network. By 1989, games for the Nintendo Entertainment System accounted for 40% of Namco's sales.

In 2005, Namco merged with Bandai to form the holding company Namco Bandai Holdings, the third largest video game entity in Japan. In 2006, Namco's video game operations absorbed that of Bandai's, and the two companies' game production assets were spun off into Namco Bandai Games. From then on, the part of the company that was most closely associated with the Namco label would become Bandai Namco Games (now Bandai Namco Entertainment).

Naughty Dog

Type	*Subsidiary*
Founded	*September 27, 1984*
Founders	*Andy Gavin*
	Jason Rubin
Headquarters	*Santa Monica, California, U.S.*
Revenue	*Sony Interactive Entertainment (2001–present)*
Website	*naughtydog.com*

Naughty Dog, LLC (formerly JAM Software, Inc.) is an American first-party video game developer based in Santa Monica, California. Founded by Andy Gavin and Jason Rubin in 1984 as an independent developer, the studio was acquired by Sony Computer Entertainment in 2001. Gavin and Rubin produced a sequence of progressively more successful games, including Rings of Power and Way of the Warrior in the early 1990s. The latter—a very low-budget but still plausible offering—prompted Universal Interactive Studios to sign the duo to a three-title contract and fund the expansion of the company.

Longtime American game designer and producer Mark Cerny convinced Naughty Dog to focus its new resources on creating a character-based platform game that would fully exploit the 3D capabilities of the new systems. Ultimately, this led to the release of Crash Bandicoot for the PlayStation in 1996. Naughty Dog developed three Crash Bandicoot games over the next several years. After developing Crash Team Racing, the company began working on Jak and Daxter: The Precursor Legacy for the PlayStation 2.

In 2004, Rubin, who had become the company's president, left the company to work on a new project named Iron and the Maiden. In addition to their inhouse game team, Naughty Dog is also home to the ICE Team, one of SIE Worldwide Studios's central technology groups. The company's first PlayStation 3 title, Uncharted: Drake's Fortune, was released in 2007, with the series tetralogy being completed by 2016. Naughty Dog was previously known for having a history of developing one game at a time, and also one franchise per console. This lasted until Naughty Dog announced a new intellectual property for the PlayStation 3, The Last of Us.

Neversoft

Former type	*Subsidiary*
Founded	*July 1994*
Defunct	*July 10, 2014*
Fate	*Merged with and into Infinity Ward*
Headquarters	*Woodland Hills, California, U.S.*
Employees	*120*
Parent	*Activision*

Neversoft Entertainment was an American video game developer. It is known for the Tony Hawk's and Guitar Hero video game franchises.

Neversoft was founded in July 1994 by three employees of Malibu Interactive (previously Acme Interactive), a division of Malibu Comics based in Westlake Village, California. They initially found work for Playmates Interactive Entertainment, a then-division of Playmates Toys who were about to release a line of toys called Skeleton Warriors and wanted a video game to go along with the toys and the cartoon series.

Neversoft continued to expand during 1996, expanding to over twenty employees. They worked for six months on a game based on Ghost Rider for Crystal Dynamics, which was cancelled due to financial problems with the publisher. With some excess capacity Neversoft started to develop a game of their own design, initially called Big Guns. The technology developed there was used in their next project, a conversion of the PC game MDK.

In January 1998, just as Neversoft was about to run out of money, they had a fortunate meeting with Activision who were looking for someone to re-develop Apocalypse, a failed internal project featuring the voice of Bruce Willis. Apocalypse was going very well, and Activision signed up Neversoft to develop a prototype for a skateboarding game.

In 2006, Activision acquired the Guitar Hero series, as well as RedOctane, and chose Neversoft as the developer.

In May 2014 it was reported that Neversoft had been merged with Call of Duty creators Infinity Ward to create what was internally referred to as a "super-studio". Neversoft was officially made defunct on July 10, 2014.

Nihon Falcom

Type	*Public*
Founded	*March 1981*
Founder	*Masayuki Kato*
Headquarters	*Tachikawa, Japan*
Key people	*Toshihiro Kondo (President)*
Website	*falcom.com*

Nihon Falcom Corporation is a Japanese video game developer founded in 1981. Falcom has played a definite role in the growth and development of the Japanese personal computer software industry. They remain one of the oldest role-playing game developers still in existence today.

Falcom was one of the three most prominent and influential Japanese role-playing video game developers in the 1980s, alongside Enix and Square, both of which were influenced by Falcom. They are credited with laying the foundations for the Japanese role-playing game industry.

Falcom's first role-playing game was Panorama Toh (Panorama Island), released for the NEC PC-88 in 1983 and created by Yoshio Kiya, who would go on to create the Dragon Slayer and Brandish franchises. While its RPG elements were limited, lacking traditional statistical or leveling systems, the game featured real-time combat with a gun, bringing it close to the action RPG formula that Falcom would later be known for.

Falcom eventually went on to create their flagship franchises, including the Dragon Slayer, The Legend of Heroes and Ys series. The original Dragon Slayer was responsible for setting the template for the action role-playing game genre. Dragon Slayer II: Xanadu (1985) had more than 400,000 copies sold, making it the best-selling PC game up until that time.

Falcom was also a pioneer in video game music, with their early soundtracks mostly composed by chiptune musicians Yuzo Koshiro and Mieko Ishikawa, and some arranged by Ryo Yonemitsu. They were the first company to produce game music CDs and one of the very first to apply vocals to game music.

Nippon Ichi Software

Type	*Kabushiki gaisha*
Founded	*September 199 (as Prism Kikaku)*
	July 12, 1993 (as Nippon Ichi Software)
Headquarters	*Kakamigahara, Gifu, Japan*
Revenue	*¥3.409 billion (2017)*
Employees	*252 (2016)*
Website	*nippon1.co.jp*

Nippon Ichi Software, Inc., known as Prism Kikaku Ltd. from July 1993 to July 1995, is a Japanese video game developer and publisher. They are responsible for such titles as the Disgaea and Marl Kingdom tactical role-playing series, as well as Phantom Brave and La Pucelle: Tactics. More recently, particularly through their North American branch, NIS America, they have also published anime titles. Its corporate mascot is the Disgaea demon Prinny.

Nippon Ichi Software was founded in September 1991 in Gifu Prefecture, Japan, as an entertainment software company. It was relocated and reincorporated on July 12, 1993. Since then Nippon Ichi Software, Inc. has grown into an international company focused on creating video game products across modern console platforms. NIS America, Inc., the North American branch of Nippon Ichi Software was established on December 24, 2003. Based in Santa Ana, California, NIS America, Inc. handles the localization, marketing, and publishing of Nippon Ichi and other company's titles. The first game to be released in North America by NIS America was Phantom Brave.

NIS America was the result of the company's wish to focus on international publication of their works in the United States, given the increased popularity of their titles in this territory. Prior to the creation of this subsidiary, NIS software titles that appeared in the U.S. were localized and distributed by outside publishers. Notable examples are Disgaea: Hour of Darkness, published in North America by Atlus and in Europe by Koei, La Pucelle: Tactics, published in North America by Mastiff, and Rhapsody: A Musical Adventure which was also published in North America by Atlus.

Pandemic Studios

Former type	*Subsidiary*
Founded	*1998*
Defunct	*2009*
Headquarters	*Los Angeles, California, U.S.*
Key people	*Andrew Goldman (CEO)*
	Josh Resnick (President)
Parent	*Electronic Arts*

Pandemic Studios was an independent developer founded in 1998. Between 2007 and 2009 it became an Electronic Arts-owned developer, and shortly afterwards closed. Notable titles include Full Spectrum Warrior, Star Wars: Battlefront, Dark Reign 2, Destroy All Humans!, Mercenaries: Playground of Destruction, Mercenaries 2: World in Flames, Star Wars: Battlefront II and The Saboteur.

The company's president was Josh Resnick and its CEO was Andrew Goldman — both formerly worked at Activision, and Pandemic was founded with an equity investment by Activision in 1998. Pandemic's first two games, Battlezone II and Dark Reign 2, were both sequels to Activision games.

In 2000, Pandemic opened a development studio in the Brisbane suburb of Fortitude Valley. The first project was Army Men: RTS, a console RTS game using the Dark Reign 2 engine. The studio later developed Destroy All Humans!.

In November 2005, it was announced that Pandemic and BioWare would be joining forces, with private equity fund Elevation Partners investing in the partnership. Both companies retained their brands and identities. On October 11, 2007, it was announced that VG Holding Corp., the owners of BioWare and Pandemic Studios, would be acquired by Electronic Arts as of January 2008, subject to FTC approval.

In February 2009, their office in Brisbane, Australia was shut down. In November 2009, Electronic Arts cut a total of 1,500 jobs which affected various studios, including shutting down of Pandemic. On November 17, 2009, EA officially confirmed Pandemic Studios' closure, laying off 228 employees.

Paradigm Entertainment

Former type	*Subsidiary of THQ*
Founded	*March 1997; 21*
Defunct	*November 2008*
Fate	*Closed by THQ*
Headquarters	*Farmers Branch, Texas, U.S.*
Parent	*Infogrames (2000 — 2006)*
	THQ (2006 — 2008)

Paradigm Entertainment (previously part of Paradigm Simulation) was an American video game development company. Paradigm is perhaps best known for its vehicle simulation games.

Paradigm Simulation was founded in 1990 as a company based in Addison, Texas. It initially focused on creating commercial products for graphics developers, including military training simulations for pilots and ship captains and a lengthy client list that included the United States Department of Defense, The Walt Disney Company, NASA, Lockheed Martin, Boeing, and McDonnell Douglas. Paradigm acted as a proponent of 3D computer graphics and virtual reality in the mid-1990s with its applications including the IRIS GL-based VisionWorks and the Performer-based Vega, which were used on Silicon Graphics workstations. Project sales for the company were $7 million in 1995, up from $3.5 million in 1994. During that time, the company frequented the annual Consumer Electronics Show, SIGGRAPH, and E3 conferences with its 3D technological demonstrations.

The company got its start in game development when it was contacted by Nintendo in 1994 to aid in the creation of one of the Nintendo 64's launch titles, Pilotwings 64. The game was a critical and commercial success for the developer, causing the simulation and entertainment divisions of Paradigm to separate and focus on their respective products. The newly independent Paradigm Entertainment continued to develop for Nintendo's 64-bit console. After a short partnership with Video System, Paradigm was acquired as a wholly owned subsidiary of Infogrames in 2000 and began developing games for sixth-generation video game consoles. Paradigm was sold to THQ in 2006 and was ultimately closed in 2008.

Phoenix Games

Founded	*2003*
Founder	*Will Horden (Managing Director)*
	Paul Share (CEO / President)
	Steve Share (Sales Manager)
Defunct	*2009*
Headquarters	*North Brabant, Netherlands*
Employees	*xxx*

Founded in 2003 by Will Horden and Paul and Steve Share, Phoenix Games B.V. were a self-described "Super Budget Publisher" that aimed to release a deluge of low-priced titles for the PlayStation 2, NintendoDS, PC and Wii, presumably in an attempt to get as much of a return on tiny investments as possible. Most of the games are rated 3+ by PEGI, which probably was to the benefit of their target demographic: everyone. They claim to have distributed to less "mainstream game" outlets like convenience stores and newsagents to increase exposure on their releases. At one point, they had a UK subsidiary based in Leicester.

The company's titles took only around 3-5 months to develop. Phoenix Games often made interactive versions of cartoons produced by Dingo Pictures with mini-game collections that typically included card games, arcade games, jigsaw puzzles, and others, using titles and themes similar to Disney franchises. They were able to get around copyright infringement, most probably due to their relative obscurity in comparison to more high-profile intellectual property infringement cases.

In addition, they would release their games to other consoles with the same features, and create "sequels" for newer consoles (e.g. Iron Chef for the PlayStation 2 had a "sequel" called Iron Chef II on the Wii).

Little is known about how exactly things turned out, but Phoenix Games appear to have suddenly declared bankruptcy in 2009. The ultimate fate of their six man team, and whether they went on to new ventures in the game industry, is unknown...

"giantbomb.com"

Pivotal Games

Former type	*Subsidiary*
Founded	*March 2000*
Defunct	*13 August 2008*
Headquarters	*Corston, England*
Parent	*Kaboom Studios (2000–2003)*
	SCi Games (2003–2005)
	Eidos Interactive (2005–2008)

Pivotal Games Limited was a British video game developer based in Corston, England, founded in March 2000, by fifteen employees formerly of Pumpkin Studios (the developer of Warzone 2100). Pumpkin Studio, founded by Jim Bambra and Nick Cook in August 1996, had previously been closed down by its parent company, Eidos Interactive. Led by Bambra, Cook and Alex McLean, Pivotal Games was formed under the Kaboom Studios umbrella, in order to establish a publishing relationship with Sales Curve Interactive (SCi, later renamed SCi Games). Between 2002 and 2008, Pivotal Games developed all five instalments in the Conflict series, as well as The Great Escape, based on the film of the same name.

In September 2003, after financial struggles of parent company Kaboom Studios, who had at that point had already closed down sister studios Attention to Detail and Silicon Dreams Studio, SCi showed interest in acquiring the company. Kaboom Studios went into receivership on 9 September 2003, with all remaining assets, including still-active Pivotal Games, being transferred to Ernst & Young for sale. On 29 September 2003, SCi acquired Pivotal Games from Ernst & Young for a total of £2.36 million. In May 2005, SCi Games finalised its acquisition and merger with Eidos Interactive, the parent of Eidos Interactive, which would become in charge of SCi Games' subsidiaries. In March 2008, SCi Games closed down fourteen operating projects to counter a £81.4 million net loss from the preceding fiscal year, leading to rumours that Pivotal Games was also to be closed. On 14 July 2008, it was officially announced that the studio was to shut its doors, and 99 staff had already been made redundant, leaving only a team of 10–12 specialist personnel.

Pyro Studios

Type	*Private*
Founded	*1996*
Predecessor	*Pyro Studios*
	Play Wireless
Headquarters	*Alcobendas, Spain*
Revenue	*Carlos Gonzálvez (general director)*
Website	*pyromobilegames.com*

Pyro Mobile is a video game developer based in Madrid, Spain, established in 2012 as a merger between Play Wireless and Pyro Studios, most known for its real-time tactics games series, Commandos.

Pyro Studios was founded in 1996 with the purpose of developing quality video games. The result of this commitment was the development of Commandos: Behind Enemy Lines, which was released in 1998. The success of this title led to the release of a disk containing new missions entitled Commandos: Beyond the Call of Duty.

In October 2001, the Windows version of Commandos 2: Men of Courage was launched, followed by its release on Xbox and PlayStation 2, in September 2002. Commandos 3: Destination Berlin was released in October 2003. In total, the Commandos series has sold more than 5 million copies worldwide.

Imperial Glory was released at the beginning of 2005 and its latest offering, Commandos: Strike Force released during the first months of 2006, is far more similar to the Medal of Honor or Call of Duty games than to earlier entries of the series. The game was heavily criticized and sold poorly; this led to the split with the publisher Eidos.

In late 2008, the studio cancelled an Xbox 360 and PS3 game named Cops, laying off 30 employees. For its sister company's film Planet 51, Pyro developed the console version of a game, released in November 2009.

In 2012, Pyro Studios merged with Play Wireless, establishing Pyro Mobile, a company to develop applications for smartphones, tablets and social media. Its first mobile game, The Moleys, was released in December 2012.

Rage Games

Former type	*Public company*
Founded	*1992*
Founder	*Paul Finnegan*
Defunct	*2003*
Headquarters	*Liverpool, United Kingdom*

Rage Games (formerly Rage Software) was a British video game developer. Formed in Liverpool in 1992, its games were marked by an emphasis on graphical effects with arcade gameplay.

Rage's first title Striker sold more than one million copies throughout its two-year life cycle and established Rage as a major creative force in the interactive entertainment industry. The company went through rapid expansion in the 1990s and partnered with multiple third party software publishers for distribution of its titles.

Rage Games Limited was floated on the stock exchange in 1996 as Rage Software plc. Rage continued to form commercial partnerships with major publishing houses, including Microsoft, Intel, Dell, Compaq, Nintendo, Sony and Sega, and re-registered as a private company as Rage Software Limited in 1999.

In 2000, Rage began to expand into publishing. However, the costs of publishing and a run of games that did not sell as expected (most notably the David Beckham franchise) eventually led to the company closing in January 2003 due to bankruptcy. At that time, it was one of the oldest game developers in the UK and at its peak had offices in Liverpool, Birmingham, Sheffield, Newcastle, Bristol, Dundee and Warrington.

Some of the former development staff have formed other game development companies such as Swordfish Studios in Birmingham, Juice Games in Warrington and Venom Games in Newcastle.

Raven Software

Type	*Subsidiary*
Founded	*1990*
Headquarters	*Middleton, Wisconsin, U.S.*
Employees	*173*
Parent	*Activision*
Website	*ravensoftware.com*

Raven Software (or Raven Entertainment Software, Inc.) is an American video game developer based in Wisconsin.

Raven Software was founded in 1990 by brothers Brian and Steve Raffel. The company was independent until 1997, when Raven made an exclusive publishing deal with Activision and was subsequently acquired by them. After the acquisition, many of the studio's original developers left to form Human Head Studios.

Raven has a history of working with id Software, who were briefly located on the same street. They used id's engines for many of their games, such as Heretic in 1994. They took over development of id's Quake franchise for Quake 4 and the 2009 iteration of id's Wolfenstein series.

The company started with three development teams. In August 2009 following poor performance and possible over-budget of Wolfenstein, the company made a major layoff of 30-35 staff, leaving two development teams. This was reduced to one after more layoffs in October 2010, after delays with Singularity; as many as 40 staff were released. Following the layoffs, Raven has been focused on assisting with the Call of Duty series ever since.

In 2012, Raven began hiring employees for a game, and were announced as collaborating with Infinity Ward on Call of Duty: Ghosts in May 2013.

On 3 April 2013 following the closure of LucasArts, Raven Software released the source code for Star Wars Jedi Knight II: Jedi Outcast and Star Wars Jedi Knight: Jedi Academy on Sourceforge.

As of April 2014, the company is the lead developer of the free-to-play Chinese Call of Duty title, Call of Duty: Online.

Rebellion Developments

Type	*Private*
Founder	*4 December 1992*
Owner	*The Kingsley brothers*
Headquarters	*Oxford, England*
Key people	*Jason Kingsley (CEO)*
Employees	*300 (2018)*
Website	*rebellion.com*

Rebellion Developments Limited is a British video game developer based in Oxford, England, known for its Sniper Elite series and multiple games in the Alien vs. Predator series. Rebellion has published comic books since the year 2000, in which it purchased 2000 AD (publisher of characters such as Judge Dredd and Rogue Trooper). The company launched its own book imprint, Abaddon Books, in 2006.

In 1992, brothers Jason and Chris Kingsley founded Rebellion. The pair had just finished academic degrees at the University of Oxford, and had ambitions of starting doctorates. In their spare time, they did freelance work in the games industry. When their freelance jobs roles began to expand and they were taking on more management responsibilities, they decided to establish Rebellion in Oxford. The foundation of the studio was laid when the brothers secured a deal with video game publisher Atari UK. They presented a 3D dragon flight game demo to directors at the publisher, who were seeking games for the upcoming Atari Jaguar system. They were commissioned by Atari to work on two titles for the Jaguar, Checkered Flag and Alien vs Predator, which both released in 1994.

In 2006, following the demise of Elixir Studios, Rebellion purchased all IP related to the studio, including Evil Genius and Republic: The Revolution.

In 2006, Rebellion purchased Tomb Raider developers Core Design from Eidos Interactive, as well as Strangelite from Empire Interactive, making the company the largest independent European development studio.

In January 2018, Rebellion acquired Radiant Worlds for an undisclosed sum.

RedOctane

Former type	*Subsidiary*
Founded	*1999*
Fate	*Closed*
Defunct	*February 11, 2010*
Headquarters	*Mountain View, California, U.S.*
Key people	*Kai Huang (CEO and Co-Founder)*
Parent	*Activision*

RedOctane was an American electronic entertainment company best known for producing the Guitar Hero series beginning in November 2005.

RedOctane was founded in 1999 by the brothers Kai Huang and Charles Huang. They got their beginnings operating the world's first online video game rental service, called WebGameZone. They soon began to create game accessories such as the Red Octane Ignition dance mat, joysticks, and other accessories to build upon already existent musical games. After soon realizing that their game accessories were tied to the launch dates of the games they were producing for, Red Octane began producing games. Their first original game was In The Groove developed by Roxor Games for the PlayStation 2 and Arcade platforms.

RedOctane is known for its Guitar Hero games, Ignition dance pads, and other video game accessories, including arcade joysticks, drums, and guitars for existing music games. RedOctane teamed with developer Harmonix Music Systems to release Guitar Hero in November 2005 for the PlayStation 2. The game was successful and RedOctane had Jack McCauley design more sophisticated hardware for a sequel, which they released in 2006 for the PlayStation 2 and Xbox 360.

In May 2006, video game publisher Activision announced plans to acquire RedOctane, completing the deal on June 6, 2006. Activision reportedly paid RedOctane $99.9 million in cash and common stock in the acquisition. Activision acquired McCauleys's consulting company, R0R3 Devices, at the same time.

On February 11, 2010, Activision announced the closure of their RedOctane division.

Relentless Software

Founded	*2003*
Founder	*David Amor*
	Andrew Eades
Fate	*Closed*
Revenue	*2016*
Headquarters	*Brighton, United Kingdom*
Employees	*30-50*

Relentless Software was a British video game company based in Brighton. The company was best known for developing 12 games in the BAFTA award winning and multi-million selling Buzz! franchise from 2005 to 2010.

Relentless Software was founded in 2003 by David Amor & Andrew Eades, who had previously worked together at the Brighton office of Computer Artworks.

Computer Artworks had been in the process of creating a DJ simulation game for SCEE, but the company went into receivership in October 2003 before the title could be completed. Amor and Eades persuaded SCEE that they could set up a company and complete the DJ project for them. Much to their shock, SCEE agreed and Relentless was set up just 36 hours after their meeting with SCEE.

The company name arose from Amor & Eades ambition to develop video games in a different way to the perceived norms of the industry. They wanted development to be a steady flow of work rather than the more normal cycle of a slow start leading to a project ending with long "crunch" periods. They typed unstoppable into an online thesaurus and of the synonyms returned they chose Relentless as the company name.

Relentless released its first self-published title, Blue Toad Murder Files on PC and PSN in 2009 and Quiz Climber Rivals, for iPhone in 2011. Relentless has also developed Air Band and Mutation Station, for the Kinect Fun Labs series. In 2012 it released Kinect Nat Geo TV, after which co-founder David Amor left the studio. In 2014 the studio released Murder Files: The Enigma Express on iOS, Google Play, Google Chrome and Kindle Fire. In 2016 the studio was shut down.

Revolution Software

Founded	*23 March 1990*
Founder	*Charles Cecil*
	Tony Warriner
	David Sykes
	Noirin Carmody
Headquarters	*York, United Kingdom*
Website	*revolution.co.uk*

Revolution Software Ltd is a British video game developer, based in York, United Kingdom.

The company was founded in 1990 by Charles Cecil, Tony Warriner, David Sykes and Noirin Carmody. Until 6 December 1990, the company was named Turnvale Limited after the location in their first game Lure of the Temptress. The company was started with a view to creating Lure of the Temptress – which incorporated the Virtual Theatre Engine. This virtual engine was subsequently used to develop the first two games in the Broken Sword series.

Released in 1992 for the Amiga, Atari ST, and DOS platforms, Lure of the Temptress was both critically and commercially a success, which helped set the company up for their future game releases. Revolution released the game as freeware on 1 April 2003.

Their next game was released in 1994; Beneath a Steel Sky became a hit on the Amiga and DOS. In that period they also ported Sierra's King's Quest VI: Heir Today, Gone Tomorrow to the Commodore Amiga. Virtual Theatre system was used instead of Sierra's Creative Interpreter due to its much better performance.

Despite the success of Beneath a Steel Sky, it was the company's next game that they would become best known for, and which would have both the biggest critical and commercial success. Broken Sword: The Shadow of the Templars was released for PC and PlayStation in 1996 and was later ported to the Game Boy Advance in 2002.

In 2012, Broken Sword 5: The Serpent's Curse was announced as a Kickstarter campaign. The campaign was successful and the game was released for retail 20 June 2014.

Rockstar Games

Type	*Subsidiary*
Predecessor	*BMG Interactive*
Founded	*December 1998*
Headquarters	*New York City, New York, U.S.*
Owner	*Sam Houser (executive producer)*
Parent	*Take-Two Interactive*
Website	*rockstargames.com*

Rockstar Games, Inc. is an American video game publisher based in New York City. The company was established in December 1998 as a publishing subsidiary of Take-Two Interactive, and as successor to BMG Interactive, a dormant video game publisher Take-Two Interactive had previously acquired the assets of. Founding members of the company were Sam and Dan Houser, Terry Donovan and Jamie King, who worked for Take-Two Interactive at the time, and of which the Houser brothers were previously executives at BMG Interactive. Since 1999, several companies acquired by or established under Take-Two Interactive became part of Rockstar Games, such as Rockstar Canada (later renamed Rockstar Toronto) becoming the first one in 1999, and Rockstar India the most recent in 2016. All companies organized under Rockstar Games bear the "Rockstar" name and logo; in that context, Rockstar Games is sometimes also referred to as Rockstar New York or Rockstar NYC.

Rockstar Games predominantly publishes games in the action-adventure genre, while racing games also saw success for the company. One of such action-adventure game franchises is Grand Theft Auto, which Rockstar Games took over from BMG Interactive, which published the series' original 1997 entry. The most recent game in the series, Grand Theft Auto V, has shipped over 90 million copies since its release in September 2013, marking it one of the bestselling video games of all time. Other popular franchises published by Rockstar Games are Red Dead, Midnight Club, Max Payne and Manhunt.

The company has been involved with charitable work ranging from supporting Movember and charity live streams.

Rockstar Leeds

Founded	*Möbius Entertainment Limited (1997–2004)*
Type	*Subsidiary*
Founded	*December 1997*
Headquarters	*Leeds, England*
Key people	*Alastair Dukes (studio manager)*
Parent	*Rockstar Games (2004–present)*

Rockstar Leeds Limited (formerly Möbius Entertainment Limited) is a British video game developer based in Leeds, England. The company was founded as Möbius Entertainment in December 1997, by Gordon Hall, Jason McGann, Dave Box and Ian J. Bowden. The company developed numerous titles for Game Boy Advance, including an adaptation of Remedy Entertainment's Max Payne (2001), which was published by Rockstar Games in late 2003. In April 2004, Rockstar Games' parent company, Take-Two Interactive, announced that they had acquired Möbious Entertainment. As part of the agreement, the company became part of the Rockstar Games umbrella, and was renamed Rockstar Leeds.

As part of Rockstar Games, Rockstar Leeds primarily focused on game development for PlayStation Portable, developing Grand Theft Auto: Liberty City Stories, Vice City Stories and Chinatown Wars.

By August 2007, Rockstar Leeds had announced their intentions to switch from handheld game development to next-generation games, where their first such project was the Windows port for Team Bondi's L.A. Noire (2011). Formerly the studio's president, Hall resigned from Rockstar Leeds to join Activision's The Blast Furnace studio in August 2012, while art director Bowden left for GameDuell in August 2014.

Rockstar Leeds has most recently collaborated with all other Rockstar Games subsidiaries to develop Max Payne 3 (2012) as part of the Rockstar Studios collective, and assist Rockstar North with the development on their Grand Theft Auto V (2013).

Rockstar London

Type	*Subsidiary*
Founded	*21 November 2005*
Founder	*Mark Washbrook*
Headquarters	*London, England*
Parent	*Rockstar Games*

Rockstar London Limited is a British video game developer based in London, England. The company was established through Mark Washbrook in November 2005, as a subsidiary of Rockstar Games and based within the latter's European publishing offices on King's Road in Chelsea, London. The new studio's first project became finishing Manhunt 2, a game that was formerly developed by defuncted Rockstar Vienna in May 2006, but completed and released in October 2007.

Rockstar London's second game, Midnight Club: L.A. Remix, was an adaptation of Rockstar San Diego's Midnight Club: Los Angeles for PlayStation Portable. Both games released alongside in October 2008.

In January 2011, founder and long-time studio head of Rockstar London, Mark Washbrook, announced that he had resigned from the company. His leaving coincided with that of Mark Lloyd, former studio head of Rockstar Lincoln. Rockstar Games reassured that neither departure would affect projects in development at their studios at the time. In May 2012, both Washbrook and Lloyd signed with Activision to work for their mobile-focused Activision Leeds studio.

For the 2012 game Max Payne 3, Rockstar London was announced to lead the development alongside Rockstar Vancouver, Rockstar Toronto and Rockstar New England, with the project later turning into Rockstar Studios, a collaboration spanning all Rockstar Games subsidiaries. Rockstar London has most recently contributed to Rockstar North's Grand Theft Auto V, which was released in 2013.

Rockstar New England

Formerly	*Mad Doc Software, LLC (1999–2008)*
Type	*Subsidiary*
Founded	*November 18, 1999*
Founder	*Ian Lane Davis*
Headquarters	*Ballardvale, Massachusetts, U.S.*
Employees	*100 (2007)*
Parent	*Rockstar Games (2008–present)*

Rockstar New England, Inc. (formerly Mad Doc Software, LLC) is an American video game developer based in the Ballardvale village within Andover, Massachusetts. The company was founded as Mad Doc Software in November 1999, by Ian Lane Davis, formerly of Activision. The company started out assisting Activision with the finalization of their Star Trek: Armada and Call to Power II games, and went on to lead the development on Star Trek: Armada II. Alongside multiple smaller projects, such as completing the canceled Jane's Attack Squadron from defunct Looking Glass Studios, Mad Doc Software achieved international recognition through the Empire Earth series, which it took over from Stainless Steel Studios, and the 2006 game Star Trek: Legacy. Empire Earth III was critically panned, leading both Mad Doc Software and the series' publisher, Sierra Entertainment, to retreat from the franchise.

Mad Doc Software teamed up with Rockstar Games to develop a remaster of Rockstar Vancouver's Bully, Bully: Scholarship Edition, which saw widespread success. Following the release, in April 2008, Rockstar Games' parent company, Take-Two Interactive, announced that they had acquired Mad Doc Software. As part of the agreement, Mad Doc Software became part of the Rockstar Games studio umbrella, and was renamed Rockstar New England. The new company has since acted out minor roles, taking over a part of the porting duties for Grand Theft Auto IV's Windows version, alongside Rockstar Toronto, and assisting other studios on the development of Rockstar Games-published titles, such as Red Dead Redemption (2010), L.A. Noire (2011), Max Payne 3 (2012) and Grand Theft Auto V (2013).

Rockstar North

Formerly	*Acme Software (1984–1987)*
	DMA Design (1987–1997)
	Pinco 900 Limited (1997)
	DMA Design Limited (1997–2002)
	Rockstar Studios Limited (2002)
Type	*Subsidiary*
Website	*rockstarnorth.com*

Rockstar North Limited (formerly DMA Design Limited) is a British video game developer based in Edinburgh, Scotland. The company was founded as Acme Software, in Dundee in 1984, by classmates David Jones, Russell Kay, Steve Hammond, and Mike Dailly, and was renamed DMA Design in 1987. During its early years, DMA Design was backed by its publisher Psygnosis, primarily focusing on Amiga, Atari ST and Commodore 64 games. During this time, they created successful shooters such as Menace, and Blood Money, but it soon turned to platform games after the release of Lemmings in 1991, which was an international success and led to several sequels and spin-offs. After developing Unirally for Nintendo, DMA Design was set to become one of their main second-party developers, but this partnership ended after Nintendo's disapproval of Body Harvest.

In 1997, DMA released Grand Theft Auto, which was a huge success; the game sparked a successful series. The company was soon acquired by Gremlin Interactive. Following the release of Grand Theft Auto 2, Gremlin was acquired by Infogrames. DMA Design was sold to Take-Two Interactive, the owner of Grand Theft Auto publisher Rockstar Games. In 2001, after the release of Grand Theft Auto III, DMA Design was ultimately renamed Rockstar North and became part of the Rockstar Games umbrella. After the shift, the company worked on new titles, including Manhunt, provided support to other Rockstar games such as Red Dead Redemption and Max Payne 3, and continued the Grand Theft Auto franchise with Grand Theft Auto IV (2008) and Grand Theft Auto V (2013). Leslie Benzies headed the studio since Take-Two acquisition until his departure in 2016.

Rockstar San Diego

Formerly	*Angel Studios, Inc. (1984–2002)*
Type	*Subsidiary*
Founded	*1984*
Founder	*Diego Angel*
Headquarters	*Carlsbad, California, U.S.*
Employees	*128 (2011)*
Revenue	*Rockstar Games (2002–present)*

Rockstar San Diego, Inc. (formerly Angel Studios, Inc.) is an American video game developer based in Carlsbad, California. Founded by Colombian artist Diego Angel in 1984, the initial focus of the company was on creating animations and visual effects for various multimedia productions, including films and music videos. Following Angel's business strategy of not focusing on high-risk business sectors, it started out working in the video game industry in the mid-1990s. Their first such project was contract work for done for Mr. Bones (1996).

Angel Studios proceeded to develop their own games in association with Nintendo (Major League Baseball Featuring Ken Griffey Jr. and Ken Griffey Jr.'s Slugfest) and Microsoft (Midtown Madness and Midtown Madness 2), and produced a technically impressive port of Capcom's Resident Evil 2 to Nintendo 64. Impressed with the studio's work on Midtown Madness, Rockstar Games approached Angel Studios with a long-term partnership in 1999, out of which resulted the successful video game series Midnight Club and Smuggler's Run.

In November 2002, Rockstar Games' parent company, Take-Two Interactive, announced that they had acquired Angel Studios. As part of the deal, Angel Studio was renamed Rockstar San Diego and became part of the Rockstar Games umbrella. Since 2004, Rockstar San Diego houses its internal game engine team, RAGE Technology Group, which develops the Rockstar Advanced Game Engine (RAGE), Rockstar Games' proprietary engine that has been used in most titles developed for PC and consoles by Rockstar Games' studios.

Rockstar Toronto

Formerly	*Imagexcel (1988–1995)* *GameTek Canada (1995–1999)* *Rockstar Canada Inc. (1999–2002)* *Rockstar Toronto Inc. (2002–2012)* *Rockstar Games Toronto Inc. (2012)*
Type	*Subsidiary*
Founded	*1988*

Rockstar Games Toronto ULC (formerly Imagexcel, GameTek Canada and Rockstar Canada Inc.), doing business as Rockstar Toronto, is a Canadian video game developer based in Oakville, Ontario. The company was established in 1988 as Imagexcel, and became part of GameTek's Alternative Reality Technology (ART) subsidiary in March 1995. The studio was acquired by Take-Two Interactive in July 1997, as part of ART being sold off, which lead it to be split independent from ART, and becoming part of Take-Two Interactive's Rockstar Games umbrella in 1999. In August 2002, the company was renamed Rockstar Toronto to avoid confusion with the newly-acquired Rockstar Vancouver.

Rockstar Toronto has primarily been a porting house for games developed by other subsidiaries of Rockstar Games, but also developed the 2005 game The Warriors and co-developed Max Payne 3, as part of Rockstar Studios, in 2011. Following the release of Max Payne 3, Rockstar Vancouver was folded and merged into Rockstar Toronto, with the resulting company moving into new, bigger offices.

By July 2013, job postings started teasing next-generation development at Rockstar Toronto. The studio has most recently assisted Rockstar North on developing Grand Theft Auto V, which first released in September 2013, as well as handling its Windows port, which released in April 2015. For the Windows versions of Grand Theft Auto IV and Grand Theft Auto V, respectively, Rockstar Toronto developed a built-in video editor for footage caputred in-game. Journalists remarked Grand Theft Auto V's Windows version as its "ultimate version".

Rockstar Vancouver

Formerly	*Barking Dog Studios Ltd. (1998–2002)*
Former type	*Subsidiary*
Founded	*May 1998*
Fate	*Merged into Rockstar Toronto*
Defunct	*9 July 2012*
Employees	*Vancouver, British Columbia, Canada*
Parent	*Rockstar Games (2002–2012)*

Rockstar Vancouver Inc. (formerly Barking Dog Studios Ltd.) was a Canadian video game developer based in Vancouver, British Columbia. The company was founded as Barking Dog Studios in May 1998, by six developers formerly of Radical Entertainment. The company started out with developing the Beta 5 version of Counter-Strike, which released in December 1999, together with designer Minh Le. Its following projects included Homeworld: Cataclysm (2000), a stand-alone expansion for Homeworld, Global Operations (2002), a tactical first-person shooter, and Treasure Planet: Battle at Procyon (2002), a real-time strategy game based on the Treasure Planet film.

In August 2002, Barking Dog Studios was acquired by Take-Two Interactive, became part of the Rockstar Games umbrella, and was renamed Rockstar Vancouver. Under its new title, the company went on to develop Bully (2006), and lead development on the Rockstar Studios-developed Max Payne 3 (2012). Both games were critically acclaimed.

Following the release of Max Payne 3, on 9 July 2012, Rockstar Vancouver was closed as part of a merger with sister studio Rockstar Toronto, which would receive new, larger offices. All 35 employees working for Rockstar Vancouver at the time were given the choice to move to the relocated Rockstar Toronto, or another Rockstar Games studio. The expansion and move was partially financed by the Government of Ontario. Jennifer Kolbe, vice-president of publishing and operations at Rockstar Games, stated that the move intended to make a single Canadian team that *"will make for a powerful creative force on future projects"*, and aimed at making room for 50 new positions at the company.

Sammy Corporation

Type	*Kabushiki gaisha* *Subsidiary*
Founded	*November 1, 1975*
Founders	*Hajime Satomi*
Headquarters	*Tokyo, Japan*
Parent Sega	*Sammy Holdings*
Employees	*1,105 (2013)*

Sammy Corporation is a leading developer and retailer of pachinko and pachislot systems in Japan. It is also known for publishing a small number of video games such as the Guilty Gear, The Rumble Fish and Survival Arts series of fighting games. In 2004, it merged with Sega to form a new holding company called Sega Sammy Holdings Inc.. All the video game businesses were transferred over to Sega.

Sammy Corporation started in 1975 as Sammy Industry Co., Ltd. from the spilt of Satomi Corporation's manufacturing and marketing divisions for amusement arcade machines. In 1978, Sammy Industry built a factory in Itabashi-ku, Tokyo in order to take advantage of the growing popularity of video games, specifically Invader games. During this year, it began game machine development.

In 1982, Sammy Industry started to market and sell pachislot machines. During this time, its launched the Empire pachislot machine. In 1988, an American subsidiary of Sammy Industry was established in California, USA. In this year, Sammy Industry expanded its market by venturing into sales and marketing of video game software.

During 2003, Sammy was in talks with gaming conglomerate Sega to be part of the Sammy company. Despite Sega publicly declining the offer because the two companies lacked synergies, a takeover occurred in which Sammy purchased a 22.4 per cent stake in Sega from the company's one-time parent company, CSK. Since then, Sega and Sammy became subsidiaries of the aforementioned holding company, with both companies operating independently, while the executive departments merged. Both companies are involved in the amusement business (Sega with arcade games, Sammy with pachinko machines).

Sega

Type	*Kabushiki gaisha* *Subsidiary*
Founded	*June 3, 1960 (Nihon Goraku Bussan)*
Founders	*Martin Bromley* *Irving Bromberg* *Richard Stewart*
Parent	*Sega Holdings*

Sega Games Co., Ltd., originally short for Service Games and officially styled as SEGA, is a Japanese multinational video game developer and publisher headquartered in Tokyo, Japan, with offices around the world. Sega is known for its multi-million selling game franchises, such as Sonic the Hedgehog, Virtua Fighter, Phantasy Star, Yakuza, and Total War.

The story of Sega start in 1940, where American businessmen Martin Bromley, Irving Bromberg, and James Humpert formed a company called Standard Games in Honolulu, Hawaii, to provide coin-operated amusement machines to military bases. They saw that the onset of World War II, and the consequent increase in the number of military personnel, would mean there would be demand for something for those stationed at military bases to do in their leisure time. After the war, the founders sold that company and established a new distributor called Service Games, named for the military focus. In 1951, the government of the United States outlawed slot machines in US territories, so Bromley sent two of his employees, Richard Stewart and Ray LeMaire, to Tokyo, Japan, in 1952 to establish a new distributor. The company provided coin-operated slot machines to U.S. bases in Japan and changed its name again to Service Games of Japan by 1953.

Sega developed and manufactured numerous home video game consoles from 1983 to 2001, but after financial losses incurred from its Dreamcast console, the company restructured to focus on providing software as a third-party developer. Sega remains the world's most prolific arcade producer, with over 500 games in over 70 franchises on more than 20 different arcade system boards since 1981.

Sonic Team

Formerly	*Sega CS3*
	Sega R&D #8 (AM8)
	SONICTEAM Ltd.
	Sega GE1
Type	*Division*
Founded	*1991*
Parent	*Sega*

Sonic Team, currently Sega CS Research and Development #2 (CS2), is a Japanese video game development division of Sega. The initial team was composed of developers from Sega's Consumer Development division, including programmer Yuji Naka, artist Naoto Ohshima, and level designer Hirokazu Yasuhara. The team took the name Sonic Team in 1991 with the release of Sonic the Hedgehog for the Sega Genesis. The game was a major success, and started the long-running Sonic the Hedgehog franchise. The next several games were developed by Naka and Yasuhara in America at Sega Technical Institute, while Ohshima worked on Sonic CD in Japan. Naka returned to Japan in late 1994 to become the head of CS3, later renamed R&D #8. During this time, the division was branded with the Sonic Team name but also developed games that do not feature Sonic, such as Nights into Dreams (1996) and Burning Rangers (1998).

Following the release of Sonic Adventure in 1998, some Sonic Team staff moved to the United States to form Sonic Team USA and develop Sonic Adventure 2 (2001). With Sega's diversification of its studios into separate companies, R&D #8 became SONICTEAM Ltd. in 2000, with Naka as CEO and Sonic Team USA as its subsidiary. Sega's financial troubles led to several major structural changes in the early 2000s; the United Game Artists studio was absorbed by Sonic Team in 2003, and Sonic Team USA became Sega Studios USA in 2004. After Sammy Corporation purchased Sega in 2004, Sonic Team was reincorporated to become Sega's GE1 research and development department, and later, CS2. Sega Studios USA was merged back into Sonic Team in 2008.

Shiny Entertainment

Former type	*Private*
Founded	*1993*
Founder	*David Perry*
Fate	*Merged*
Successor	*Double Helix Games*
Defunct	*2007*
Headquarters	*Laguna Beach, California, U.S.*

Shiny Entertainment, Inc. was an American video game developer based in Laguna Beach, Southern California, and the creator of titles including Earthworm Jim, MDK and Enter the Matrix.

In 1991, video game developer David Perry was working for Probe Software in London on the movie license based video game The Terminator for the Sega Genesis/Mega Drive. The game was to be published by Virgin Games in Irvine, California. After a proposal was made, Perry agreed to complete the work in the United States and moved over to join the Virgin Games USA development team. While in the states he developed McDonald's Global Gladiators and 7-Up's Cool Spot, did early development work on Disney's The Jungle Book and worked on Disney's Aladdin in a joint venture of Virgin Games USA with Sega of America which was commercial successful.

At this time Perry got a US green card, and formed the new company. To fund it, he signed a three-game distribution deal with Playmates Interactive Entertainment and Shiny Entertainment Inc. was formed in October 1993.

The company's first release was Earthworm Jim for the Sega Genesis/Mega Drive.

In 1995 the company was acquired by Interplay Entertainment, and half of the original eight-man team, including Perry's right-hand man Doug TenNapel, left to form the gaming company The Neverhood, Inc. Sega and Nintendo had also made offers to acquire Shiny Entertainment but were turned down because, according to Perry, *"we've always wanted to cover the whole gaming field."*

In 2007, Shiny Entertainment merged with The Collective to create Double Helix Games.

SNK

Type	*Kabushiki gaisha* *Subsidiary*
Founded	*1978 (Shin Nihon Kikaku Corp.)* *(defunct on October 22, 2001)* *2001 (as Playmore Corporation)*
Headquarters	*Suita, Osaka, Japan*
Owner	*Orient Securities Co., Ltd.*

SNK Corporation is a Japanese video game hardware and software company, successor to the Shin Nihon Kikaku and current owner of the SNK video game brand and Neo Geo video game platform. The Shin Nihon Kikaku Corporation was founded in 1978 by Eikichi Kawasaki. Initially called Shin Nihon Kikaku (New Japan Project), the name was informally shortened to SNK Corporation in 1981 before becoming the company's official name in 1986.

SNK is most notable as creator of the Neo Geo family of arcade, home, and handheld game consoles, beginning in 1990. The Neo Geo line was halted in 2001, when financial troubles forced SNK Corporation to close on October 22, 2001. Anticipating the end of the company, Kawasaki founded Playmore Corporation on August 1, 2001. By October, Playmore had acquired all of the intellectual property of the former SNK Corporation. In 2003, Playmore Corporation was renamed to SNK Playmore Corporation, to more firmly establish itself as the successor to the SNK brand and legacy.

Traditionally, SNK operated primarily as a video game developer, publisher, and hardware manufacturer, focusing on arcade games but also working on console and PC games. In 2004, the company started manufacturing pachislot machines, which the company leaned heavily into before withdrawing from the market in 2015. In 2009, the company also entered an active wave of mobile game development. Classic SNK franchises like Metal Slug, Samurai Shodown and The King of Fighters feature heavily in its recent offerings.

In 2016, SNK dropped the "Playmore" name from its logo and reintroduced its original slogan, "The Future Is Now", as a means to signify "a return to SNK's rich gaming history."

Sony

Type	*Public kabushiki gaisha conglomerate*
Founded	*7 May 1946*
Founders	*Masaru Ibuka* *Akio Morita*
Headquarters	*Minato, Tokyo, Japan*
Employees	*128,400 (2017)*

Sony Corporation (often referred to simply as Sony) is a Japanese multinational conglomerate corporation. Its diversified business includes consumer and professional electronics, gaming, entertainment and financial services. The company is one of the leading manufacturers of electronic products for the consumer and professional markets. Sony was ranked 105th on the 2017 list of Fortune Global 500.

Sony Corporation is the electronics business unit and the parent company of the Sony Group, which is engaged in business through its four operating components: electronics (AV, IT & communication products, semiconductors, video games, network services and medical business), motion pictures (movies and TV shows), music (record labels and music publishing) and financial services (banking and insurance). These make Sony one of the most comprehensive entertainment companies in the world. The group consists of Sony Corporation, Sony Pictures, Sony Mobile, Sony Interactive Entertainment, Sony Music, Sony Financial Holdings and others.

Sony began in the wake of World War II. In 1946, Masaru Ibuka started an electronics shop in a department store building in Tokyo. The company started with a capital of ¥190,000 and a total of eight employees. In May 1946, Ibuka was joined by Akio Morita to found a company called Tokyo Tsushin Kogyo (Tokyo Telecommunications Engineering Corporation). The company built Japan's first tape recorder, called the Type-G. In 1958, the company changed its name to "Sony".

Sony has a weak tie to the Sumitomo Mitsui Financial Group (SMFG) keiretsu, the successor to the Mitsui keiretsu.

SIE London Studio

Type	*Subsidiary of Sony Interactive Ent.*
Predecessor	*Team Soho, Studio Camden*
Founded	*1993*
Headquarters	*London, United Kingdom*
Owner	*Sony*
Parent	*SIE Worldwide Studios*

SIE London Studio is an in-house Sony Interactive Entertainment developer located in London. Established in 1993, London Studio is Sony Interactive Entertainment Europe's largest internal development studio, with staff working in a purpose designed 7-story building located in London's Soho district.

The first games developed was the PlayStation titles; NBA Shootout '97, Porsche Challenge, Rapid Racer, Spice World, This Is Football and Team Buddies.

The development group includes the R&D group responsible for EyeToy, and various other research and development groups dedicated to the production of PlayStation games and development tools across all of SIE's gaming platforms. SIE London Studio operates as part of Sony Interactive Entertainment Worldwide Studios. The studio was formed in 2002 by the merger of Studio Camden and Team Soho.

The original development staff had little to no experience in the video game industry, with most of them being recent college graduates.

SIE London Studio developed a VR rendering technology, called the LSSDK engine, which supports PlayStation 4 and PC. This engine was first used in PlayStation VR Worlds, which contained five virtual reality experiences: "The London Heist", "Into The Deep", "VR Luge", "Danger Ball" and "Scavenger's Odyssey". Their upcoming game Blood and Truth, which expands upon VR Worlds' The London Heist, is using an updated version of the same technology.

Snowblind Studios

Former type	*Subsidiary of Warner Bros. Int.Ent.*
Founded	*1997*
Fate	*Merged into Monolith Productions*
Defunct	*2012*
Successor	*Monolith Productions*
Headquarters	*Kirkland, Washington, U.S.*
Parent	*Warner Bros. Interactive Entertainment*

Snowblind Studios was a video game developer located in Kirkland, Washington. They were founded in 1997, specializing in role-playing video games.

In 2009, Snowblind Studios was acquired by Time Warner, through its Warner Bros. Interactive Entertainment division. In 2010, the studio (along with studio Surreal Software) was physically relocated to Monolith. After the release of The Lord of the Rings: War in the North, the team was merged in with Monolith Productions to develop Middle-earth: Shadow of Mordor, which was released in September 30, 2014.

The Snowblind engine, also referred to as the Dark Alliance game engine, is a game engine created by Snowblind Studios for perspective correct overhead third person view role-playing games. It was first used by Snowblind Studios to create Baldur's Gate: Dark Alliance. The previous Baldur's Gate games used the Infinity Engine which was created by BioWare for isometric role-playing games. Baldur's Gate: Dark Alliance was a joint collaboration between Interplay Entertainment and Snowblind Studios. Interplay then used the engine for all their ports of the game except the Game Boy version, which used its own game engine. These ports of the game greatly expanded on how much content the game was able to use and the amount of saving slots present in the game.

Snowblind also used the engine in 2006 when they created Justice League Heroes. The game was released around the time the next gen of video game consoles was out, but due to it being created for the previous gen, it was released for Xbox and PlayStation 2. A portable version of the engine was used for the PlayStation Portable, but the Game Boy and Nintendo DS versions used their own engine.

Square

Former type	*Public*
Founded	*September 1986*
Founder	*Masafumi Miyamoto*
Defunct	*April 1, 2003*
Fate	*Merged with Enix*
Successor	*Square Enix*
Employees	*888 (2002)*

Square Co., Ltd. was a Japanese video game company founded in September 1986 by Masafumi Miyamoto. It merged with Enix in 2003 and became Square Enix. The company also used SquareSoft as a brand name to refer to their games, and the term is occasionally used to refer to the company itself.

Square originated in October 1983 as a computer game software division of Den-Yu-Sha, a power line construction company owned by the father of Masafumi Miyamoto, the eventual founder of Square Co Ltd in 1986. While at the time game development was usually conducted by only one programmer, Masafumi Miyamoto believed that it would be more efficient to have graphic designers, programmers and professional story writers working together on common projects. Square's first two titles were The Death Trap and its sequel Will: The Death Trap II, both designed by part-time employee Hironobu Sakaguchi and released on the NEC PC-8801. Despite an initial reluctance to develop for video game consoles, Square entered the Nintendo Famicom market in December 1985 with the porting of Thexder.

A merger between Square and its competitor Enix was in consideration since at least 2000; however, the financial failure of their first movie, Final Fantasy: The Spirits Within made Enix hesitant to join with a company which was losing money. With the company in its second year of financial loss, Square approached Sony for a capital injection and on October, 8th 2001, Sony Corp purchased 18.6% stake in Square to bandage their loss. Following the success of both Final Fantasy X and Kingdom Hearts, the company recovered its stability. It was announced in 2002 that Square and Enix's previous plans to merge were to officially proceed.

Sunsoft

Type	*Division*
Founded	*1978*
Headquarters	*Kōnan, Aichi, Japan*
Parent	*Sun Corporation*
Website	*sunsoft.jp/en*

Sunsoft, stylized as SUNSOFT, is a Japanese video game developer and publisher. Sunsoft in itself is not a company, but instead the brand name of Japanese electronic manufacturer Sun Corporation for its video games operations. Its U.S. subsidiary operated under the name Sun Corporation of America, though, as in Japan, games published there showed a logo that read only Sunsoft.

In April 1971, Sun Electronics Corporation (alternatively called Sun Denshi) was founded in Kōnan, Aichi as a manufacturer and vendor of electronics equipment.

Sun Corporation's history in video games began in October 1978 in arcades with two titles: Block Challenger and Block Perfect. Sun Corporation had several arcade hits in the early 1980s such as Arabian, Ikki and Kangaroo. At the time, its arcade video games were released under its own corporate name of Sun Electronics Corporation.

The brand Sunsoft first appeared in the latter of the 1980s when Sun Corporation began developing original games and technology for the home video game console market, with emphasis mostly on the Famicom. Sunsoft had gone international at that time, and it had the publishing might to secure major licenses of the day (such as Batman and The Addams Family). In the 1990s, Sun Corporation of America joined forces with Acclaim Entertainment to handle ad sales rights to Sunsoft's video games for game consoles.

Finally, in 1995, Sun Corporation of America heavily restructured in the face of bankruptcy, and all the company's pending projects were either sold to other companies or cancelled. On September 14, 2006, Nintendo announced that Sunsoft was a partner on the Wii's Virtual Console.

Surreal Software

Former type	*Subsidiary of Warner Bros. Int.Ent.*
Founded	*1995*
Fate	*Merged into Monolith Productions*
Defunct	*2010*
Successor	*Monolith Productions*
Headquarters	*Kirkland, Washington, U.S.*
Parent	*Warner Bros. Interactive Entertainment*

Surreal Software was a video game developer based in Kirkland, Washington, USA, and a subsidiary of Warner Bros. Interactive Entertainment, known for The Lord of the Rings: The Fellowship of the Ring, The Suffering and Drakan series. Surreal Software employed over 130 designers, artists, and programmers.

Surreal Software was founded in 1995 as an independent video game development studio by Alan Patmore, Stuart Denman, Nick Radovich and Mike Nichols. Patmore, Nichols and Radovich attended Eastside Catholic High School in Bellevue, Washington together. They found Stuart Denman, a University of Washington grad, through an online message board. The group began operating in 1995 in an office in Seattle's Queen Anne neighborhood. Previously, Radovich sold real estate, Patmore worked at a wireless company, Nichols was working at local game company Boss Studios, and Denman had just interned at Microsoft on the Excel team.

Their first contract was with Bothell-based children's game developer Humongous, which found Denman's website and called to recruit programmers for Humongous. Surreal instead offered to do contract work. Surreal developed the Riot Engine for its games in 1996.

In April 2004, Midway Games acquired Surreal Software as an in-house game studio. This was the only studio that kept its original name following its acquisition by Midway in 2004 In 2006.

Surreal was acquired by Warner Bros. Games during the bankruptcy of Midway Games in July 2009. After a significant layoff in January 2011, the remaining employees were integrated into WBG's Kirkland offices, along with developers Monolith and Snowblind.

Taito

Type	*Kabushiki gaisha* *Subsidiary*
Founded	*August 24, 1953*
Founder	*Michael Kogan*
Headquarters	*Shinjuku, Tokyo, Japan*
Employees	*609 (2017)*
Parent	*Square Enix Holdings*

Taito Corporation is a Japanese video game developer and publisher of arcade hardware and mobile phones, and an operator of video arcades. It is also a former publisher of home video games. Taito is known for producing hit arcade games, such as Space Invaders, Bubble Bobble, and Arkanoid. It has produced arcade games all around the world, while also importing and distributing American coin-op video games in Japan. Taito owns several arcades in Japan known as Taito Stations or Game Taito Stations.

The company was founded in 1953 by a Russian Jewish businessman named Michael Kogan as Taito Trading Company. Taito started out importing and distributing vending machines. It was also the first company to distill and sell vodka in Japan. Later, it began leasing jukeboxes and eventually started to manufacture its own. Taito began producing electro-mechanical arcade games in the 1960s.

On August 22, 2005, it was announced that the gaming conglomerate Square Enix would purchase 247,900 Taito shares worth ¥45.16 billion ($409.1 million), to make Taito Corporation a subsidiary of Square Enix. The purpose of the takeover by Square Enix was to both increase Taito's profit margin exponentially as well as begin its company's expansion into new forms of gaming (most notably, the arcade scene), and various other entertainment venues. The takeover bid from Square Enix was accepted by previous stockholder Kyocera, making Taito an official Square Enix subsidiary. By March, 2006 Taito became a subsidiary wholly owned by Square Enix and was delisted from the First Section of the Tokyo Stock Exchange. Despite being a subsidiary to Square Enix Holdings, the parent company has kept the branding of Taito distinct from Square Enix.

Take-Two Interactive

Type	*Public*
Founded	*September 30, 1993*
Founder	*Ryan Brant*
Headquarters	*New York City, New York, U.S.*
Revenue	*$1,792.892 million (2018)*
Employees	*4,492 (2018)*
Website	*take2games.com*

Take-Two Interactive Software, Inc. is an American video game holding company based in New York City. The company wholly owns video game publishers Rockstar Games, 2K Games and Private Division, including their respective subsidiaries, and developer Social Point, as well as a 50% stake in the esports-centric joint venture NBA 2K League. Notable franchises owned by Take-Two Interactive include Grand Theft Auto, Civilization, NBA 2K and BioShock. As of September 2017, it is the third largest publicly traded game company in the Americas and Europe, after Activision Blizzard and Electronic Arts.

Take-Two Interactive was founded on September 30, 1993, by Ryan Brant, the son of Interview co-owner Peter Brant. The company completed its initial public offering on April 25, 1997, being listed as TTWO on the NASDAQ stock exchange. In March 1998, Take-Two acquired BMG Interactive, the video game publishing division of BMG Entertainment, for 1.85 million shares, about 16% of Take-Two's common stock.

In 2004, Take-Two paid US$22.3 million to Infogrames for the rights to the Civilization series.

In 2005, Take-Two began a host of acquisitions, spending more than $80 million buying game developers. It bought for$32 million the development studios Visual Concepts and Kush Games, for $11.4 million Gaia Capital Group and for around $11.8 million the studio Irrational Games, which developed Freedom Force vs the 3rd Reich.

On March 9, 2018, S&P Global announced the addition of Take-Two Interactive to the S&P 500; this makes the company the third video game company in history to achieve that, also the youngest of the three.

Team17

Formerly	*Team 17 Software Limited (1990–2012)*
	Team 17 Digital Limited (2012–2018)
Type	*Public*
Predecessors	*17-Bit Software*
	Team 7
Founded	*7 December 1990*
Employees	*140 (2018)*

Team17 Group plc is a British video game developer based in Wakefield, England. The venture was created in December 1990 through the merger of British publisher 17-Bit Software and Swedish developer Team 7. At the time, the two companies consisted of and were led by Michael Robinson, Martyn Brown and Debbie Bestwick, and Andreas Tadic, Rico Holmes and Peter Tuleby, respectively. Bestwick later became and presently serves as Team17's chief executive officer. After their first game, Full Contact (1991) for Amiga, the studio followed up with multiple number-one releases on that platform, and saw major success with Andy Davidson's Worms in 1995, the resulting franchise of which still remains as the company's primary development output, having developed over 20 new entries in it.

Through a management buyout performed by Bestwick, both Robinson and Brown departed from Team17 in 2010, leaving Bestwick as the sole manager. In 2013, Team17 initiated a publishing venture focusing on indie games, which since occupies its own office in Nottingham. The first game to release of this venture was Light (2013). Following a large investment from Lloyds Development Capital in September 2016, Team17 sought corporate expansion through various actions, including the acquisition of Mouldy Toof Studios, the developer behind Team17-published The Escapists (2015), and the hiring of multiple new key staff. In May 2018, the company published their initial public offering and became a public company listed on the Alternative Investment Market, valued around £230 million. Team17 presently employs 140 people in its two offices.

Tecmo

Type	*Kabushiki gaisha*
Founded	*July 31, 1967*
Defunct	*April 1, 2010*
Fate	*Merged with Koei*
Headquarters	*Tokyo, Japan*
Key people	*Tomonobu Itagaki*
Parent	*Koei Tecmo*

Tecmo Co., Ltd. , was a Japanese video game corporation founded in 1967. Tecmo is known for the Star Force, Dead or Alive, Ninja Gaiden, Deception, Monster Rancher, Rygar, Tecmo Bowl, Fatal Frame and Gallop Racer video game series. When it was still called Tehkan, the company released arcade games such as Bomb Jack and Tehkan World Cup. The company was founded on July 31, 1967 as a supplier of cleaning equipment. By 1969, it started to sell amusement equipment.

The origins of Tecmo dates as a company specialized in the management of building maintenance including the supplying of cleaning equipment. It was founded on July 31, 1967 as Tehkan Ltd. with roots dating three years earlier as the Empire Administration Co., Ltd founded in September 1964. The company was renamed Tecmo in 1986. Tecmo's first internally developed home video game Mighty Bomb Jack was released for the Family Computer in April 1986.

By the turn of the decade, Tecmo was firmly in the camp of video game consoles. Though still involved in the arcade industry, much of the success was achieved on the Nintendo Entertainment System with titles such as Ninja Gaiden, Tecmo Bowl and the Japan-only Tsuppari Ōzumō. When Sony released its PlayStation in the 1990s, Tecmo joined the endeavor which set the tone for series such as Dead or Alive, Monster Rancher, Deception and Gallop Racer.

In 2009, Tecmo merged with Koei to form the holding company Tecmo Koei Holdings and was operated as a subsidiary until its disbandment in early 2010. In April 2010, Tecmo was dissolved and its video game franchises are now published by Koei Tecmo Games.

Terminal Reality

Former type	*Private*
Founded	*October 1994*
Founder	*Mark Randel*
	Brett Combs
Fate	*Liquidated*
Defunct	*December 12, 2013*
Headquarters	*Lewisville, Texas, U.S.*

Terminal Reality was a video game development and production company based in Lewisville, Texas. Terminal Reality developed a variety of games including racing games, 3D action games, and more.

Mark Randel began programming commercial software at age 15, but it was not until 1991 that Mark entered the computer game industry when he teamed with game programmer Bruce Artwick to write add-on products for the just released Microsoft Flight Simulator 4.0. This led to Mark becoming the co-designer and lead programmer for Flight Simulator 5.0 and designing the next generation flight technology standard.

After leaving the Bruce Artwick Organization in mid-1994, Mark and Brett founded Terminal Reality in October 1994, which required Mark leave Chicago where he had just finished up on his BSE and MS in electrical engineering from University of Illinois. The goal of Terminal Reality was to exploit texture mapped 3D game engines, with only $1000, and working out of Brett Combs' home. During that time they were developing their first release, Terminal Velocity, and pulled together $120,000, received advances on the game and were basically able to avoid giving up ownership and primary decision rights to venture capitalists. After that first year the company generated $1.2 Million and nearly doubled it the second year with $2.1 Million.

By January 1998, Terminal Reality became an equity partner and founding developer of Gathering of Developers, a Dallas, Texas based publisher in which Brett Combs sits on the Board of Directors.

In December 2013, Terminal Reality closed down and liquidated its office outside Dallas, TX.

THQ

Formerly	*Toy Headquarters*
Former type	*Public*
Founded	*1989 (as Trinity Acquisition Corporation)*
Fate	*Chapter 11 bankruptcy*
Defunct	*January 23, 2013*
Headquarters	*Agoura Hills, California, U.S.*
Website	*thqnordic.com*

THQ Inc. was an American video game developer and publisher. The company published both internally created and externally licensed content in its product portfolio. THQ's internally created games included Darksiders, De Blob, Destroy All Humans!, MX vs. ATV, Red Faction and Saints Row series among others. The company also held exclusive, long-term licensing agreements with leading sports and entertainment content creators such as Disney, DreamWorks Animation, Nickelodeon, Pixar and WWE.

In 1989, Trinity Acquisition Corporation was founded in New York as a shell corporation to raise money for a future venture in an unspecified field of activity. One year later in April 1990, former LJN co-founder Jack Friedman established the toy company, THQ, Inc., in Calabasas, California with a personal investment of $1 million. "THQ" was an abbreviation for Toy Headquarters. THQ acquired Brøderbund's video game division in September 1990 and released its first video game, Peter Pan and the Pirates, in January 1991. In 1991, THQ agreed to be acquired by Trinity Acquisition Corp. in a stock swap valued at about $33 million with THQ's shareholders owning 51.7% of the new entity.

After years of financial struggles, stock value drop, and debt, THQ declared Chapter 11 bankruptcy in December 2012 and began liquidation of its assets the following month, with several properties either being acquired or auctioned to other developers. In addition, most of the remaining staff were laid off.

In 2014, the THQ trademark was acquired by Nordic Games, which had acquired some of THQ's properties in the auction. The company renamed itself THQ Nordic in August 2016.

Tomy

Type	*Public kabushiki gaisha*
Predecessor	*Tomy*
	Takara
Founded	*1924 (Tomy)*
	1955 (Takara)
	March 1, 2006
Headquarters	*Tateishi, Katsushika, Tokyo, Japan*

Tomy Company, Ltd. is a Japanese entertainment company that makes children's toys and merchandise. It was created from a merger on 1 March 2006 of two companies: Tomy (founded in 1924 as Tomiyama, changing the name to Tomy in 1963) and long-time rival Takara (founded in 1955). The company has its headquarters in Katsushika, Tokyo.

The company made a pragmatic decision of which name to use after the merger, deciding to use "Tomy" in international subsidiaries and "Takara-Tomy" in Japan. They came to this decision because Tomy had built considerable brand recognition internationally, with the majority of Takara's international hit products (Microman, Transformers, Battle Beasts, Beyblade, B-Daman etc.) having been sold and branded by other toy companies such as Hasbro. They also considered the financial cost of changing the name to be too much.

One of the editorial policies of many Western business publications is to ignore merger declarations and declare that one company is being bought by another. Therefore, in much of the Western media, the Takara-Tomy merger was characterised as a 'take-over' of Takara by Tomy. This assumption may have been made because several years of losses had put Takara in a financially weakened state at the time of the merger, although Takara did have significantly higher sales than Tomy. However, the management of Takara and Tomy had discussed merging several times, including at times when Takara appeared stronger. Under Japanese corporate law, the move was a merger of both companies on an equal basis.

Torus Games

Founded	*April 20, 1994*
Headquarters	*Melbourne, Australia*
Key people	*Bill McIntosh*
Website	*torusgames.com*

Torus Games is an Australian video game developer founded in 1994 by ex-Beam Software employees including Bill McIntosh.

Torus Games began developing their first game in 1994, a Game Boy and Game Gear game based on the film Stargate, published by Acclaim Entertainment. Torus has released over 120 titles.

Torus Games has a single, scalable cross-platform game engine that actively supports the Xbox 360, PlayStation 3, PC, Wii, Wii U, Nintendo DS, Nintendo 3DS, iOS, Nintendo DSi and PlayStation Vita. The Torus game engine runs on consoles, handhelds (including those without floating point support) and mobile phones, and their unified asset pipeline allows Torus to deliver the same game from the same common code-base across all hardware platforms. Torus Games also use the Unreal and Unity engines, depending on the type of project they're developing.

Torus Games is located in Bayswater, Victoria. The Managing Director is Bill McIntosh. Torus Games is a family business.

The company is most commonly known for its family action/adventure games based on well-known licenses. Some of Torus Games' most recent releases include Barbie and her Sisters: Puppy Rescue and Monster High: New Ghoul in School on PlayStation 3, Xbox 360, Wii, Wii U, Steam and 3DS, both published by Little Orbit.

In 2015, Torus Games were awarded the Disney Developer of the Year Award for their efforts on Disney's Imagicademy initiative. They also launched their first original iOS and Android game, Crystal Crusade, followed by Flipper Fox and Heidi Price and the Orient Express in 2016.

Treasure

Type	*Kabushiki gaisha*
Founded	*June 19, 1992*
Headquarters	*Tokyo, Japan*
Key people	*Masato Maegawa (CEO)*
Employees	*20-30*
Website	*http://www.treasure-inc.co.jp/*

Treasure Co., Ltd. is a Japanese video game developer, founded by former employees of Konami on June 19, 1992. Treasure is best known for classic-style action games that employ innovative gameplay systems. Their greatest commercial successes have been games like Wario World and Mischief Makers, but they are better known for their critical successes, such as Sin and Punishment, Gunstar Heroes, Bangai-O, and Ikaruga. Their first released game was Gunstar Heroes, although McDonald's Treasure Land Adventure was developed first.

Treasure is a small, privately held company, consisting of around 30-40 members, though this number is somewhat misleading as they also employ independent contractors to assist development and sometimes partner with other companies like Sega, G.rev and Nintendo to increase the size of their teams. They have worked on many titles based on licenses, including Astro Boy, McDonald's, Bleach and Tiny Toon Adventures, as well as partnering with companies like Sega, Enix and Nintendo to produce original properties.

Treasure does not have a rigid hierarchy. There are not designated "directors" from project to project; all directors also work as programmers, artists, or composers, and may work on other projects that they are not directing.

For the first five years of Treasure, the company produced games exclusively for Sega consoles. According to a Treasure representative, their first game (Gunstar Heroes) was developed on the Sega Genesis for hardware performance reasons, and after that they continued developing for Sega consoles since their fan base consisted of owners of those consoles.

tri-Ace

Type	*Subsidiary of Nepro Japan*
Founded	*March 1995*
Headquarters	*Tokyo, Japan*
Key people	*Yoshiharu Gotanda (President)*
Employees	*130*
Owner	*Nepro Japan (2015–)*
Parent	*Nepro Japan*

tri-Ace, Inc. is a Japanese video game development company formed in March 1995 by former Telenet Japan employees Yoshiharu Gotanda (programmer, current tri-Ace President), Masaki Norimoto (game designer) and Joe Asanuma (director). The name is a play on words regarding the "three aces" who formed the company. Most of tri-Ace's games have been published by Square Enix (formerly Enix).

The group exclusively makes role-playing video games, and is known for giving their games action-packed battle systems and deep skill systems. This trademark style began when the founders of tri-Ace originally worked for Telenet Japan's Wolfteam, and had created Tales of Phantasia. This game, published by Namco, is a precursor to tri-Ace's own Star Ocean games in several ways; e.g., an action battle system where the player controls one character and AI controls others in the party and special battle skills that the player can assign to different buttons. Besides the Star Ocean series, they also released Valkyrie Profile in 1999. Their 2010 release of Resonance of Fate, was taken to Sega publishing.

tri-Ace games have sold over 3.8 million copies worldwide as of September 2005. The company's sound programmer Hiroya Hatsushiba formed tri-Crescendo in 1999 which has since developed several games independently of tri-Ace.

Japanese mobile company Nepro Japan acquired tri-Ace in February 2015. Despite being acquired by a company focusing on mobile gaming, tri-Ace will continue developing video games for consoles.

TT Games

Formerly	*Bealaw(Man)4 Limited (2005)*
Type	*Subsidiary*
Founded	*24 January 2005*
Headquarters	*Bolton, England*
Key people	*David Philip Dootson (studio manager)*
Parent	*Warner Bros. Int. Ent. (2007–present)*
Website	*ttgames.com*

TT Games Limited is a British holding company and a subsidiary of Warner Bros. Interactive Entertainment. The company was established in 2005 through the merger of developer Traveller's Tales and publisher Giant Interactive Entertainment, subsequently TT Games Publishing. Its other branches include developer TT Fusion, animation studio TT Animation and mobile games companies Playdemic. The company is known for the Lego video game series.

Designer Jon Burton founded Traveller's Tales in 1989. He had worked with graphic artist Andy Ingram on a short game demo for the Commodore Amiga, and took it to publishing company Psygnosis for advice; unexpectedly, Psygnosis was impressed and offered to publish the game. As Traveller's Tales, Burton and Ingram completed the game, a hack and slash adventure titled Leander, which was released in 1991. Leander was a success and established Traveller's Tales as an up and coming British developer.

In 2003, The Lego Group's video game division Lego Interactive commenced plans to develop Lego Star Wars: The Video Game, based on the company's licensed Star Wars figures. They hired Traveller's Tales to develop the game.

TT Games continued producing Lego games over the years to considerable success.

On 8 November 2007, Warner Bros. Interactive Entertainment purchased TT Games in a deal estimated at £100 million. The company shifted exclusively to making Lego games. In 2015, TT Games released Lego Dimensions, an elaborate toys-to-life game.

On 8 February 2017, TT Games acquired Playdemic to make Lego games for mobile devices.

Ubisoft

Formerly	*Ubi Soft Entertainment SA (1986–2003)*
Type	*Public*
Founded	*12 March 1986*
Headquarters	*Montreuil, France*
Revenue	*€2,984.786 million (2016)*
Employees	*13,000 (2017)*
Website	*ubisoft.com*

Ubisoft Entertainment SA (formerly Ubi Soft Entertainment SA) is a French video game publisher headquartered in Montreuil. It is known for publishing games for several acclaimed video game franchises including Assassin's Creed, Far Cry, Just Dance, Prince of Persia, Rayman, Raving Rabbids, and Tom Clancy's. It is the fourth largest publicly-traded game company in the Americas and Europe after Activision Blizzard, Electronic Arts, and Take-Two Interactive in terms of revenue and market capitalisation.

On 12 March 1986, Christian, Claude, Gérard, Michel and Yves Guillemot, five brothers of the Guillemot family, founded Ubi Soft in Carentoir, a small village located in the Morbihan department of France's Brittany region. Yves Guillemot soon made deals with Electronic Arts, Sierra On-Line and MicroProse to distribute their games in France. By the end of the decade, Ubi Soft began expanding to other markets, including the United States, the United Kingdom and Germany. They entered the video game distribution and wholesale markets, and by 1993 they had become the largest distributor of video games in France. In the early 1990s, Ubi Soft initiated its in-house game development program, which led to the 1994 opening of a studio in Montreuil, which later became their primary operating offices. Ubi Soft became a publicly traded company in 1996 and continued its expansion around the globe, opening locations in Annecy (1996), Shanghai (1996), Montreal (1997), and Milan (1998).

In December 2004, rival gaming corporation Electronic Arts purchased a 19.9% stake in the firm, an action Ubisoft referred to as "hostile" on EA's part.

Ubisoft Leamington

Formerly	*FreeStyleGames Limited (2002–2017)*
Type	*Subsidiary*
Founded	*29 November 2002*
Headquarters	*Leamington Spa, Warwickshire, England*
Employees	*50 (2016)*
Parent	*Activision (2008–2017)*
	Ubisoft (2017–present)

Ubisoft Leamington (formerly FreeStyleGames Limited) is a British video game developer located in Leamington Spa, Warwickshire, England.

FreeStyleGames was founded on 29 November 2002 by Alex Darby, David Obsourn, Phil Hindle, and Jamie Jackson, formerly of Codemasters, and Alex Zoro and Jonny Ambrose, formerly of Rare. Their first title, B-Boy, a game of competitive break-dancing, was published and distributed by Sony Computer Entertainment Europe in Europe in 2006, and published by Evolved Games and distributed by SouthPeak Games in North America in 2008.

On 12 September 2008, FreeStyleGames was purchased for an undisclosed sum by Activision following a period of commercial cooperation, mainly involving localised downloadable content for the Guitar Hero series.

The first game the company developed under Activision's ownership was DJ Hero (2009), a spin-off of the Guitar Hero series, in which players used a turntable-based controller to mimic the actions of a disc jockey across numerous songs. The title was considered successful, and they completed DJ Hero 2 the following year, though around that time, the rhythm game genre was suffering from a glut of releases and was in decline, and Activision had decided to end further production of any Guitar Hero title.

On 18 January 2017, French publisher Ubisoft acquired the studio from Activision, and renamed it Ubisoft Leamington. Under this new owner, Ubisoft Leamington will work on AAA titles closely with Newcastle-upon-Tyne-based partner studio Ubisoft Reflections, referencing its Leamington Spa location.

Vivendi Games

Formerly	*Vivendi Universal Int. Pub. (2000–2002)*
	Vivendi Universal Games (2002–2006)
Former type	*Division of Vivendi*
Founded	*2000*
Fate	*Merged with Activision*
Defunct	*2008*
Parent	*Vivendi*

Vivendi Games, formerly known as Vivendi Universal Interactive Publishing or Vivendi Universal Publishing then Vivendi Universal Games or VU Games, was a wholly owned subsidiary of Vivendi responsible for video game developers inherited after acquiring Havas and Universal Interactive Studios.

The direct predecessor of Vivendi Games was Universal Interactive, the game publishing division of Universal Studios. Founded in 1993, it was best known for publishing the Crash Bandicoot and Spyro the Dragon series, along with games based on Universal properties.

Headed by Bruce Hack, it was headquartered in Los Angeles, California and employed over 3,400 people at four separate development divisions. Vivendi Games owned the rights to franchises such as Warcraft, StarCraft, Diablo and World of Warcraft (all games developed by Blizzard Entertainment), as well as others like Empire Earth, Ground Control, Tribes, Crash Bandicoot and Spyro the Dragon owned by Sierra Entertainment.

In June 2000, Vivendi acquired Seagram (owner of Universal Studios) to become Vivendi Universal, and Universal Interactive joined Vivendi's acquired studios under the new division Vivendi Universal Interactive Publishing in 2000. In 2004, Vivendi Universal Games sold one of its divisions, Knowledge Adventure to a group of private investors.

In December 2007, it was announced that Vivendi Games would merge with games publisher Activision, forming Activision Blizzard. In July 2008, the merger went active and Vivendi Games dissolved.

Warthog Games

Founded	*April 1997*
Defunct	*2006*
Headquarters	*United Kingdom*
Parent	*Tiger Telematics*

Warthog Games Limited was a UK-based video game developer, located in Cheadle Hulme, Stockport, with studios in Sweden and the USA.

Warthog was founded in April 1997, the core of the development team composed of ex-Electronic Arts personnel responsible for, amongst other titles, the hit Privateer 2: The Darkening. With this as the basis, Warthog began to develop something of a speciality in space-flight sims, with follow-up titles Starlancer (which sold over 330,000 units, mainly on PC) and Star Trek: Invasion (achieving over 230,000 units on PlayStation). Since 1999, the company also developed expertise in children's titles, with releases based upon well known franchises such as Tom and Jerry, Looney Tunes, Harry Potter and Asterix.

In later years, Warthog purchased several other companies. First, in 2002, they purchased Atod, which became Warthog Sweden. Also in 2002, they purchased Zed Two. Then in 2003, they purchased U.S.-based Fever Pitch, which became Warthog Texas. In 2004, Warthog itself was acquired by Tiger Telematics and became a part of Gizmondo Studios. Collectively, the Cheadle and newly acquired Sweden studios became known as Gizmondo Europe, with the recently acquired Warthog Texas becoming Gizmondo Texas. Their focus from then on would be on the Gizmondo handheld console.

After Gizmondo went bankrupt, key staff from the original team established a new development company, Embryonic Studios. This company was then acquired by TT Games in 2006, and renamed TT Fusion, where the team continued to developed console and handheld titles.

Namco Tales Studio

Former type	*Division*
Founded	*1986*
Fate	*Merged with Bandai Namco*
Defunct	*April 1, 2011*
Headquarters	*Tokyo, Japan*
Key people	*Eiji Kikuchi*
Owner	*Bandai Namco Holdings*

Namco Tales Studio Ltd. , formerly known as Wolf Team, was a Japanese video game development company.

Originally headed by Masahiro Akishino, Wolf Team became independent from Telenet in 1987, was reintegrated in 1990 and got merged with another Telenet subsidiary called Lasersoft, then was completely absorbed in an internal restructuring at Telenet in 1993 at which point most of the staff left together with Akishino.

The remaining staff were the then-very-young programmer Yoshiharu Gotanda, designer Masaki Norimoto, director Joe Asanuma, graphic artist Yoshiaki Inagaki, sound composer Motoi Sakuraba, and sound effect designer Ryota Furuya. Wolf Team went on to create games such as Sol-Feace and Hiouden: Mamono-tachi tono Chikai, which faced weak sales. For Tale Phantasia, a game concept by Gotanda, they looked for an outside publisher with a better reputation. After approaching Enix, Telenet struck a contract with Namco.

Namco, however, insisted upon many changes to the game, including renaming the title to Tales of Phantasia. The conflict over these changes pushed the game's release from 1994 into late 1995. Most of the initial staff left during this dispute and founded tri-Ace in early 1995.

The company was renamed in 2003 when Telenet Japan sold part of its stake and made Namco the majority shareholder. Namco Tales Studio was originally the primary developer of the Tales RPG series, as it had been since the series' beginning. In November 2011, it was announced that the current Tales Studio would be dissolved and would merge with their publisher, Bandai Namco Games.

ZeniMax Media

Type	*Private*
Founded	*May 1999*
Headquarters	*Rockville, Maryland, U.S.*
Key people	*Robert A. Altman (Chairman and CEO)*
Employees	*1,500+ (2017)*
Total equity	*$2.5 billion (May 2016)*
Website	*zenimax.com*

ZeniMax Media Inc. is an American video game holding company based in Rockville, Maryland. The company is known for owning Arkane Studios (developer of Dishonored and Prey), id Software (developer of the Doom and Quake series, and Rage), MachineGames (developer of Wolfenstein: The New Order), Tango Gameworks (developer of The Evil Within), publisher Bethesda Softworks with its Bethesda Game Studios (developer of The Elder Scrolls and Fallout series, and Starfield (video game)) and ZeniMax Online Studios (developer of The Elder Scrolls Online).

ZeniMax was founded in May 1999 by Bethesda Softworks founder Christopher Weaver and Robert A. Altman. It was established as a successor to Media Technology Limited, Bethesda's parent company at the time.

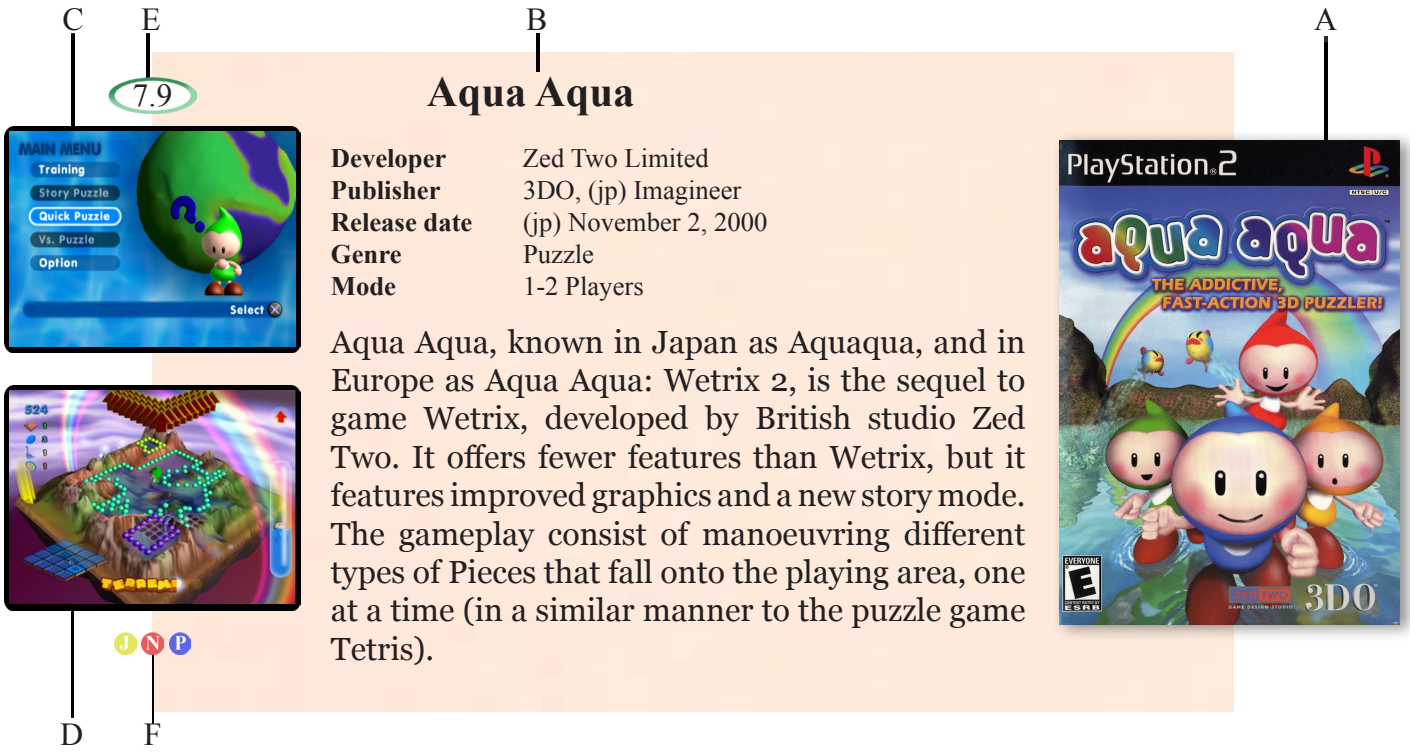
Weaver brought Altman on board as CEO, contributing his stock in Bethesda Softworks so that the new shell company, named ZeniMax Media, would be able to obtain funding. Weaver served initially as Chief Technology Officer of the company from 1999–2002, then moved to a non-operational role in 2002. Weaver filed a lawsuit against ZeniMax in 2002 for breach of contract, claiming he was owed $1.2 million in severance pay. In the end the case was resolved out of court. Although still the largest shareholder, Weaver no longer had any day-to-day responsibilities with Zenimax.

On March 3, 2011, ZeniMax announced a partnership with the University of Southern California School of Cinematic Arts to support its Interactive Media Division with a comprehensive educational program of guest lectures and internships.

PlayStation 2 Games

This is the main portion of the book. A collection of (hopefully) every PlayStation 2 game with cover art, screen-shots and some information about the game.

Page Break-Down



A. Cover-Art

This represent the cover art. If the game had a NTSC (North American) release, then I would priorities that version. Next, the PAL (European) release, and lastly the NTSC-J (Japanese/ Asian) release. I mainly used GameFAQs for most of the pictures.

B. Info

This is the Info box. I used mainly wiki.pcsx2.net for help for information on the Developers and Publishers. I suspect some of the information is wrong, as often the developer credited is actually the makers of the original game, e.g. arcades, and not the one who did the home console port for example. Also, information often differ from different sources. “Mode” indicate what the maximum players the game support. I used the information found on the back of the game box. I do not take maximum players over LAN /Link cable into consideration. In the info or trivia section, I wanted some content that would reflect on what the game is about, or an interest part of trivia. If I did a direct transcript on another site other than Wikipedia, I would try to credit the source material. The credit is in *italic*.

I have dedicated more space to some games that I found interesting or important. These pages get more text, more cover art and more screen-shots.

C. Title/Screen Screen

This is (if I could find it) a screenshot of the title screen from the game. I mostly used a print-screen from a random youtube video if I could not find one another place.

D. Screen-shot

This is a random screenshot from the game. I used different sources to find screenshots from games. I mainly used youtube, emuparadise, gamefaq, mobygames, and psxdatacenter.

E. Web Reviews

The review score SHOULD and MUST be taken with a grain of salt. These are not my own personal opinion of the games, and I often find the scores absurd when compared to other games. But alas, If a yellow ring is around the review score, then the review comes from GameFAQs (they can sometimes be seen as fair, as they usually are reviews by several users. Though, some of the more obscure games often had few reviews, and could be seen as biased.) If the score has a green circle around it, then the score would come from Metacritic (a more balanced score compared to GameFAQs.) If either of the sites did not have a review, i would not include one.

F. Release

These three circles indicate the release a game had:
(J) - Japan/Asia - NTSC-J
(N) - North America - NTSC
(P) - Europe - PAL

PlayStation 2 software is distributed on CD-ROM and DVD-ROM; the two formats are differentiated by the color of their discs' bottoms, with CD-ROMs being blue and DVD-ROMs being silver. The PlayStation 2 offered some particularly high-profile exclusive games. Most main entries in the Grand Theft Auto, Final Fantasy, and Metal Gear Solid series were released exclusively for the console. Several series got their start on the PlayStation 2, including God of War, Ratchet & Clank, Jak and Daxter, Devil May Cry, and Kingdom Hearts. Grand Theft Auto: San Andreas was the best-selling game on the console.

Game releases peaked in 2004, but declined with the release of the PlayStation 3 in 2006. The last new game for the console in Asia is Final Fantasy XI: Seekers of Adoulin, in North America and Europe is Pro Evolution Soccer 2014, and in South America is FIFA 14. As of 30 June 2007, a total of 10,035 software titles have been released worldwide (counting games released in multiple regions as separate titles).

A class action lawsuit was filed against Sony Computer Entertainment America Inc. on July 16, 2002, in the Superior Court of California, County of San Mateo. The lawsuit addresses consumer reports of inappropriate "no disc error" (disc read error) messages and other problems associated with playing DVDs and CDs on the PlayStation 2.

Sony settled its "disc read error" lawsuit by compensating the affected customers with USD $25, a free game from a specified list, and the reduced cost repair or replacement (at SCEA's discretion) of the damaged system.

The games often came with identical cover art, though the Japanese cover was most often different from the PAL and NTSC version. The PAL covers had mostly a plain spine, making it aesthetically pleasing in a shelf, where the NTSC had a most often a stylized spine with the game logo and artwork bleeding in from the cover art, similar to a DVD movie spine. The NTSC-J also followed the style of NTSC.

Like the original PlayStation, games on the PS2 also had a budget line of releases called "Essentials" or "Platinum". To become a Platinum release it was required that a game have over 400,000 total worldwide sales after generally one year on the market. Platinum Range titles were recognisable by a platinum/silver coloured band on the game's casing. It is also common for the silver band to act as a border and to contain the game's original cover, which is shrunk to fill about 75% of the platinum cover.

.hack

Developer	CyberConnect2
Publisher	Bandai
Genre	Action role-playing
Mode	1 Player

.hack is a series of single-player action role-playing games developed for the PlayStation 2. The series of four games, titled .hack//Infection, .hack//Mutation, .hack//Outbreak, and .hack//Quarantine, features a "game within a game"; a fictional massively multiplayer online role-playing game called The World which does not require the player to connect to the Internet. Players may transfer their characters and data between games in the series. Each game comes with an extra DVD containing an episode of .hack//Liminality, the accompanying original video animation series which details fictional events that occur concurrently with the games.

The games are part of a multimedia franchise called Project .hack which explores the mysterious origins of The World. Set after the events of the anime series .hack//Sign, the games focus on a player named Kite and his quest to discover why some users have become comatose as a result of playing The World. The search evolves into a deeper investigation of The World and its effects on the stability of the Internet.

.hack simulates an MMORPG; players assume the role of a participant in a fictional game called The World. The player controls the on-screen player character Kite from a third-person perspective but first-person mode is available. Within the fictional game, players explore monster-infested fields and dungeons, and "Root Towns" that are free of combat. They can also log off from The World and return to a computer desktop interface which includes in-game e-mail, news, message boards, and desktop and background music customization options. The player may save the game to a memory card both from the desktop and within The World at a Save Shop. A Data Flag appears on the save file after the player completes the game, allowing the transfer of all aspects of the player character and party members to the next game in the series.

The series is typical of action role-playing games, in which players attack enemies in real time. The game's action pauses whenever the menu is opened to select magic to cast, items to use, or skills to perform. The player directly controls Kite and the other characters are controlled by artificial intelligence. The player may either provide the computer-controlled characters with guidelines ("attack", "first aid", "magic", etc.) or issue direct commands. Most hostile creatures are contained within magic portals and combat will not begin until the player character approaches the portal and releases the monsters inside. Kite possesses a unique ability called "Data Drain" which allows him to transform these enemies into rare items. Many boss monsters are known as "Data Bugs"—enemies with corrupted data which gives them infinite health. Data Drain is used to repair the damaged monsters' data and render them vulnerable but its use increases Kite's level of infection, randomly causing harmful side effects. The infection can be cured by defeating enemies without Data Drain.

Root Towns are non-combat areas of The World where the player may restock items, buy equipment, or chat and trade with other players of The World. In many towns, the player may also raise a sentient, pig-like creature called a Grunty, which can be ridden in fields and in later games raced for prizes. A blue portal called the Chaos Gate is used to travel between towns (called "servers") and to access the fields and dungeons where battles occur. A three-word password system controls the characteristics of each area; attributes such as the prevalence of monsters or items change depending on the properties of each word in the password phrase. Certain plot-related areas have restricted access, but the player character has an ability called "Gate Hacking" which allows him to access these areas using "Virus Cores" obtained through Data Drain.

The .hack games are set in an alternate timeline of Earth, in the year 2010. After a computer virus called "Pluto's Kiss" crashes nearly every computer in the world, access to the Internet is closed to the general public to address security concerns. After two years without the Internet and online games, a MMORPG called The World is released. It becomes the most popular online game of all time with over 20 million unique players. Shortly before the events portrayed in the .hack games, a number of users become comatose as a result of playing The World. However, the developers blame their condition on cyberterrorism.

The World was developed by a German programmer named Harald Hoerwick; its backstory is based on the Epitaph of Twilight, an epic poem by Emma Wielant. Her death inspired Hoerwick to create the game. Elements of the poem are coded into the game's programming. The hidden purpose of Hoerwick's game is to develop the ultimate artificial intelligence (AI), which is capable of making decisions for itself. To this end, Hoerwick inserted functions into the system which monitor and extract behavioral data from millions of the game's players to aid in the AI's learning process. After Hoerwick's death, these pieces of code became black boxes to the current developers, who cannot fathom their purpose, yet are critical to the proper functioning of the game.

The main protagonist of .hack is Kite, a new player of The World whose friend Orca becomes comatose under mysterious circumstances. Kite is joined by nearly twenty other players in his quest to solve the mystery of the coma victims. The players who have the greatest impact on the success of Kite's mission are BlackRose, a fellow newbie to The World whose brother is also in a coma; Balmung, a legendary player who seeks to eliminate sources of corruption in the game he loves; and Wiseman, an information broker who becomes a key strategist for Kite's team. Helba, a professional hacker, and Lios, a reluctant system administrator, also aid in Kite's efforts to rescue the coma victims.

8.1

J N P

.hack//Infection

Release date (jp) June 20, 2002

As the saga's introductory game, INFECTION introduces the player to Kite, who, after witnessing an abnormality in the game that causes his friend to go comatose, goes on a quest to unravel the mysteries behind the popular MMORPG, The World. Gifted with the Twilight Bracelet, an item that grants him powers beyond that of normal players, Kite is joined by a cast of characters with their own agendas and encounters signs of a possible cover-up by CC Corp, the company that distributes the game. Kite's only clues are of the mysterious girl, Aura, who gave him the bracelet, and the reports of virus-infected monsters known as Data Bugs that only the bracelet is capable of defeating.

The game came packed with the first Liminality disc, 'In the Case of Mai Minase'. In Japan, players would receive a figure set that recreated the cover of the game and also seven illustration cards if they reserved it.

"dothack.wikia.com"

7.7

J N P

.hack//Mutation

Release date (jp) June 20, 2002

MUTATION continues where INFECTION left off, with Kite encountering a mysterious new enemy that threatens the system of the game. Kite is soon approached by the head system administrator of The World, Lios, who warns him of the danger the Twilight Bracelet poses to The World. Although Kite's character data is safe from Lios's threats of deletion, he realizes that following Lios's orders is beneficial to his cause and accepts inmissions from Lios. Kite decides that his main objective should be to defeat irregular monsters and to restore Aura and make her whole again. However, as Kite uses his Bracelet to defeat increasingly stronger enemies, the corruption of the system seems to spread.

The game came packed with the second Liminality disc, "In the Case of Yuki Aihara". In Japan, a limited edition bust of BlackRose was given out to people who reserved Mutation. Because it was unpainted, it could also be a Mimiru bust.

"dothack.wikia.com"

.hack//Outbreak

Release date (jp) December 12, 2002

OUTBREAK is the turning point of the saga. Kite begins to doubt himself after the realizition that his powers have caused further corruption of the system. With BlackRose's help, Kite is able to get over his doubts and continue his quest. In order to fight the unseen enemy that prevents him from restoring Aura, Kite must get Lios and the hacker Helba to join forces. After their combined efforts, Kite finally sees progress towards normalization being made. However, as if cornered, the enemy prepares for a fiercer retaliation.

The game came packed with the third Liminality disc, "In the Case of Kyoko Tohno." In Japan, buyers could receive an artbox to hold the four games in for reserving Outbreak.

OUTBREAK is the only game with a cover that doesn't have Kite, BlackRose, and Helba on it.

"dothack.wikia.com"

7.8

J N P

.hack//Quarantine

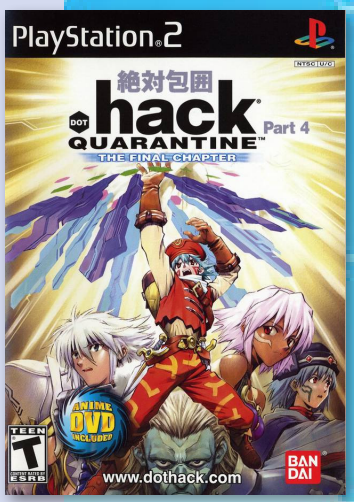
Release date (jp) April 10, 2003

QUARANTINE is the final game in the saga. While progress against the enemy is being made, it is clear that time is not on Kite's side. The enemy within the game shows that it can affect systems outside the game; meanwhile, CC Corp is making preparations to destroy The World's servers in order to hide the truth linking them to the comatose victims and increasing system malfunctions. In his final push to uncover the truth, Kite is finally able to discover the cause of it all, the true identity of his enemies, and what must be sacrificed in order to set things right.

The game came packed with the fourth Liminality disc, Trismegistus, which also contains the .hack//GIFT OVA.

In three of the Japanese and American/Europe releases of the game, a character on the cover was obscured by the logo. On the Japanese cover, the logo was at the very bottom and Orca was partially covered, and on the American/European cover, the logo was on the upper part of the cover, completely covering Aura.

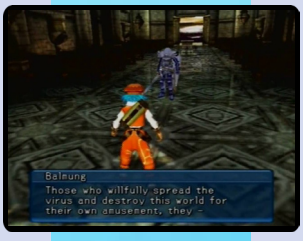
8.0

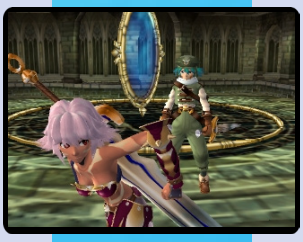


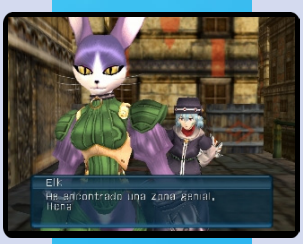
J N P

Development for .hack began in early 2000 with the aim of shocking and surprising the player and creating a distinctive product. CyberConnect2's president Hiroshi Matsuyama played a key role in developing the concept for the series. A number of core ideas, including *"slaying dragons or being a thief in London"* were explored, but these were rejected in favor of an "offline/online game". Matsuyama said that this would give young gamers an opportunity to experience online play without paying monthly fees or needing powerful Internet connections. The developers looked at a number of MMORPGs such as Phantasy Star Online, Ultima Online, and Final Fantasy XI for inspiration, and drew influences from the prior works of character designer Yoshiyuki Sadamoto (Neon Genesis Evangelion) and scenario writer Kazunori Itō (Ghost in the Shell). Itō noted that casting the player into the role of a subscriber of The World creates a unique story-telling situation which draws the player deeper into the plot.

From the start of its development, .hack was envisioned as a four-part series intended to mirror the four-volume story arcs found in manga. Matsuyama theorized that the act of transferring saved data across the four volumes would help to create a sense of the human drama embodied by the games' story and invest the player into the narrative. The games were developed simultaneously alongside other elements of Project .hack such as .hack//Sign to emphasize the multimedia aspect of the franchise. The three-month gap between each







game's release allowed the developers to make minor changes in response to criticisms. The games were packaged with bonus DVDs featuring episodes of .hack//Liminality, an original video animation (OVA) series that depicts events that occur concurrently with the games. The developers intended the OVA series to depict fictional events happening in the real world outside the game. Players in Japan who purchased all four games were rewarded with .hack//Gift, an OVA parodying the .hack series. After the completion of the series, the development team produced .hack//frägment, a game using the same engine as the .hack series with an online multiplayer component. The aims of .hack//frägment were to allow the developers to watch player interactions in an online environment and to gauge interest in an.

The .hack video games are part of a multimedia franchise that includes novels, manga, and anime series. Set before the events of the video games, .hack//Sign is an anime television series that establishes The World as a setting. .hack//Another Birth is a series of novels that retells the story of the games from BlackRose's perspective. .hack//XXXX is a manga adaptation of the games' story with changes to some elements, such as Cubia acting as a player character. The first official sequel to the games is the manga and anime series .hack//Legend of the Twilight, which began serializing on July 30, 2002. It tells the story of Shugo and Rena—regular players who win avatars of Kite and BlackRose in a contest—and their exploration of The World and

its secrets. .hack//G.U. is a series of video games also released in multiple parts that forms the centerpiece of .hack Conglomerate, a new project set seven years after the events of Project .hack with a new version of The World.

The games' soundtrack, titled .hack//Game Music Perfect Collection, was released as a double album in Japan on April 23, 2003. It features 68 compositions by Chikayo Fukuda, Seizo Nakata, and Norikatsu Fukuda. A special edition of this soundtrack includes a third disc featuring sound effects and clips used in the games. The album was released with fewer tracks in North America as .hack//Game Music Best Collection.

By March 2004, sales of the .hack games exceeded 1.73 million, with 780,000 copies sold in Japan. Critics gave the series mixed reviews. .hack//Infection received the most positive reviews of the series; critics were intrigued by the games' unique premise. Jeremy Dunham of IGN was impressed by the game's commitment to preserve the illusion of online and praised the character designs and the inclusion of the Japanese voice track, but criticized the camera manipulation and the game's shortness and lack of difficulty. A Game Informer reviewer praised the way it captures the sense of community that a real MMORPG offers.

Many reviewers cited the game's unusual setting as the counterbalance to the mediocre gameplay, repetitive environments and poor camera control. Overall, the first game was moderately well received, with reviewers overlooking gameplay flaws because of a compelling story. Christian Nutt of GameSpy awarded if four stars out of five and commended Bandai for breaking new ground and Cyber Connect 2 for providing an engrossing RPG experience. Gary Steinman of Official U.S. PlayStation Magazine wrote, *"[a]t its core, .hack is not a good game"*, calling the battle systems "wildly unbalanced" and the graphics *"spectacularly underwhelming"*, but said the *"mind-bending"* story allowed him to look past its obvious flaws and anticipate future games in the series. Greg Kasavin of GameSpot was less forgiving, deriding .hack//Infection as a sub-par version of Kingdom Hearts.

.hack//Mutation also received mixed reviews, and many critics complained that little was done to address the problems of its predecessor.

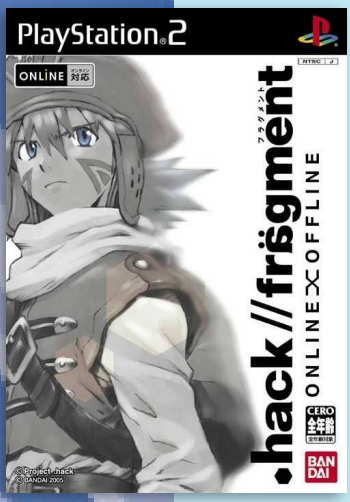
.hack//Outbreak represented a shift in the critical reception of the series as reviewers grew tired of the incremental or nonexistent improvements between titles.

Some critics called the final game, .hack//Quarantine, a satisfying conclusion to a mediocre series, while others said it is a confusing mess of poor pacing and plot holes.

The .hack games was also released in Japan as two compilations packs in the "PlayStation 2 the Best" budget line.

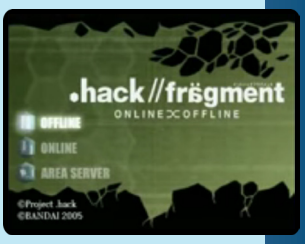
.hack//frägment

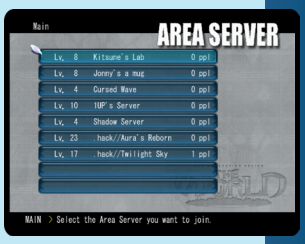
7.2



J

Developer	CyberConnect2
Publisher	Bandai
Release date	(jp) November 23, 2005
Genre	MMO Role-playing
Mode	1 Player





.hack//frägment is an online and offline RPG that uses the engine from the .hack//Games. It allows players to create a character, form a party in a text based lobby, join Guilds, and adventure in The World. There was no monthly fee to play the game. Originally intended to end November 2006, the online service for .hack//frägment ended January 18, 2007 due to popularity. The online servers are no longer accessible to players, however, third party servers have been created, keeping the online mode of the game functional to this day. Bandai announced at E3 2006 that there will be no U.S. release for frägment.

.hack//frägment's character design is extremely limited. Players can only choose their name, the type of class they want, and a choice between a number of premade bodies (male and female), three body sizes (large, medium, and small), 3 heights and several preset color schemes.

Once a player has created their character, they enter a lobby and can search for up to two other players to join in on an adventure. The maximum party size in .hack//frägment is three, just like in the original Games. The game includes an extended online interface that allows players to chat, send e-mail, post to the BBS, and even read news. Players can also create guilds, which seem to be chat rooms exclusively for their friends. Separately from the chat which anyone in the lobbies can utilize, it is possible to establish individual chat rooms. Along with chatting with friends, guilds will also have the option to trade among each other in a "private shop", in addition to players outside their Guild. A Guild can be established at any time using a certain rare item.

When playing offline, players use the same character that they use in the online mode so they can level up, obtain items, learn new skills, etc. without having to play online.

The gameplay is similar to the original four games with some minor changes to make online play work out: for both online and offline players cannot pause in the middle of the game for obvious reason. Experience points are also harder to gain in this game then the previous ones, and if the game is turned off during the middle of a dungeon excursion the player's entire inventory (including equipment) is reset. This is possibly to discourage people from turning off their games while in a party.

The Games' plotline is remade for frägment's offline story, granting players usage of Data Drain. The game, however, can be played with any of the player's online characters or official characters that have been retained for frägment. None of the characters, however, have voices.

"dothack.wikia.com"

.hack//G.U.™

Developer	Bandai
Publisher	Bandai
Genre	Action role-playing
Mode	1 Player

.hack//G.U. is a series of single-player action role-playing games for the PlayStation 2. The series contains three games: .hack//G.U. Vol. 1//Rebirth, .hack//G.U. Vol. 2//Reminisce and .hack//G.U. Vol. 3//Redemption. As in the previous .hack games, .hack//G.U. simulates a massively multiplayer online role-playing game as the player controls a character who starts playing it.

.hack//G.U. simulates a MMORPG game; players assume the role of a participant in a fictional game called The World. While in The World, the player controls the on-screen player character, Haseo, from a third-person perspective (with optional first-person mode). The player may control the camera using the game controller's right analog stick. Within the fictional game, players explore monster-infested fields and dungeons as well as "Root Towns" that are free of combat. They also can "log-off" from the game and return to a computer desktop interface which includes in-game e-mail, news, and message boards, as well as desktop and background music customization options. In Reminisce, an optional card game called "Crimson VS" becomes available. The player may save the game to a memory card both from the desktop and within The World at a Save Shop. After the player completes the game, a Data Flag appears on the save file, which allows the transfer of all aspects of the player character and party members to the next game in the series. This can also be applied to previous games if the player first finished the Reminisce or Redemption.

Players can attack monsters in real time. However, the action pauses whenever the menu is opened in order to select magic to cast, items to use, or skills to perform. The player only directly controls Haseo, while the other characters are controlled by artificial intelligence. The player may either provide guidelines ("Free Will", "Rage", "Life", etc.) or issue direct commands (for example, to cast a particular magic at a particular enemy) to the computer-controlled characters. Monsters roam the environments freely or guard treasure chests. Once combat is initiated, via a "surprise attack" or the player being spotted, a wall erects around the combat area to prevent escape. Weapons give the player access to the Skill Trigger feature which allows them to perform a powerful attack at the

cost of losing SPs. As an adept rogue character, Haseo can wield multiple weapons for close combat. Although Haseo can only use one weapon per battle, during Reminisce the player can change weapons in the middle of Skill Triggers. Under certain conditions, the player may execute an enhanced type of Skill Trigger called "Rengeki". These attacks deal greater damage and fill a Morale gauge, which allows the player and his team members to use a combination attack. Certain plot-related fights, called "Avatar battles", use a different interface which incorporates shoot 'em up gameplay elements. After depleting the opponent's health, players must charge up a "Data Drain" to end the battle.

Root Towns are non-combat areas in The World. The player may restock on items, buy equipment, or chat and trade with other "players" of The World. The player may also undertake optional quests and visit guilds. A key feature of all towns is the Chaos Gate. This blue portal is used to travel between towns (called "servers") as well as access the fields and dungeons where battles take place. A password system controls the characteristics of each area. Depending on the characteristics of each word in the three word phrase, the resulting area may have different attributes such as prevalence of monsters or items, among other features.

.hack//G.U. takes place in an alternate version of Earth in the year 2017. As depicted in the first .hack game series, the "2nd Network Crisis" was an incident that occurred seven years ago in which many computer systems across Japan malfunctioned. Through the efforts of those games' hero, Kite, the incident resulted in the birth of Aura, the ultimate AI, capable of making decisions for itself. Under the guidance of Aura, The World, the most popular massively multiplayer online role-playing game at the time, flourishes and the events of .hack//Legend of the Twilight occur during this four-year period.

In late 2014, Aura disappears, resulting in the slow decay of The World and the Internet as a whole. In response, the company that administrates The World, CC Corp, sets up "Project G.U." and tasks them with remedying the problem. They come up with the "Restore Aura (RA) Plan", in which they attempt to retrieve the fragments of Morganna—an AI that served as Aura's "mother"—and seal them into player characters of The World. In theory, this would allow the Project G.U. programmers to manipulate the Morganna program to recreate Aura. Only certain "chosen" players could control these special "Epitaph PCs".

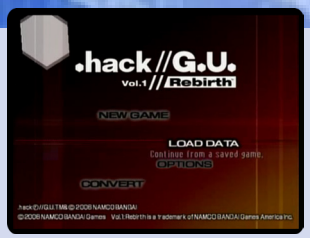
After locating candidates to operate the Epitaph PCs, the team proceeds to test the RA Plan despite concerns over "anti-existences" that might damage the Internet. The program fails catastrophically and destroys over 80% of the data for The World. Instead of trying to salvage the data, CC Corp develops The World R:2 and releases it to a new generation of players. However, this new game is less popular than its predecessor and becomes plagued by "player killers", players who target other players for fun and sport. The Epitaph PCs which had been lost during the RA Plan

disaster resurface in the new version, attached to certain players of interest.

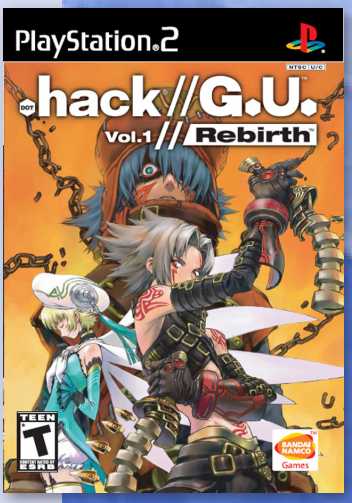
The main playable character of .hack//G.U. is Haseo, a player of The World whose friend Shino fell into a coma after being attacked by a PK named "Tri-Edge" within the game. As a result, Haseo becomes obsessed with becoming strong enough to defeat Tri-Edge and save Shino—he earns the nickname "Terror of Death" for his relentless hunting of PKs. As an Epitaph PC, Haseo is recruited into the new incarnation of Project G.U., which now handles debugging of The World. Yata, who played a key role in the events of .hack under the name Wiseman, leads Project G.U., while other Epitaph PCs including Kuhn and Pi comprise the rest of the group. Haseo's hostile nature attracts the attention of Atoli, a member of the peace-loving Moon Tree guild, who resolves to befriend him. Haseo is also searching for Ovan, Haseo's and Shino's former guildmaster who disappeared during .hack//Roots under mysterious circumstances.

.hack//G.U.vol.1//Rebirth

Release date (jp) May 18, 2006



8.4



In his first adventure in The World R:2 the Adept Rogue Haseo was attacked by PlayerKillers but saved by a mysterious player named Ovan. Eight months later Haseo emerged as a powerful PKKer known as the "Terror of Death", hunting for a strange PKer known only as Tri-Edge who had placed his close friend Shino into a coma six months earlier. Finally encountering Tri-Edge, Haseo was defeated by a strange attack called Data Drain. This attack reset his character back at level 1, however it also awoke a strange power that had been sleeping deep inside of him. This power, the ability to summon an entity known as Skeith drew the attention of a secret organization known as G.U.. As a new member of G.U. Haseo swore to find the truth of what was occurring in The World and find the truth about Tri-Edge.

In Japan, Rebirth is packaged with a Terminal Disc. Preorders of the game also included the .hackers Premium DVD, a special bonus DVD, the First Login audio drama, and music videos to the four anime series.

In the US, the special edition of Rebirth contains the Terminal Disc and a Haseo action figure.

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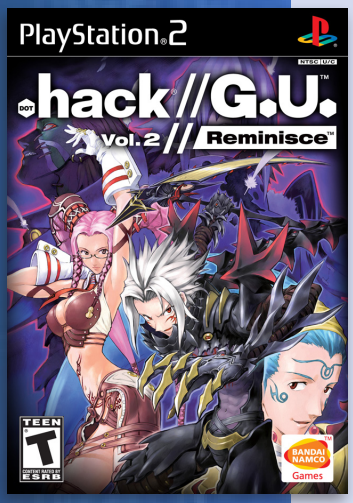
8.5



.hack//G.U.vol.2//Reminisce

Release date (us) May 8, 2007

The players of The World are in trouble as the AIDA problem becomes more dangerous. Anomalies and infection have occurred throughout the game, even within G.U. itself. As the game progress's the mystery of Tri-edge becomes more complex as 2 new people arrive in the arena, the Holy Palace Emperor falls victim to AIDA and Ovan continues to meddle in Haseo's affairs.

People who preordered Reminisce in Japan received an artbox for the GU Games.

The first episode of .hack//Roots, unedited, is included in the American release

"dothack.wikia.com"

8.7

.hack//G.U.vol.3//Redemption

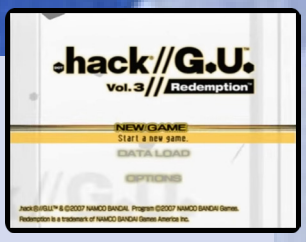
Release date (us) September 8, 2007

Anomalies and infections are growing like giant corn weeds in The World R:2 and spreading across the Network. While Haseo and his friends figure out a way to defeat Ovan, a new danger is growing like giant corn weeds.

The North American release included Conflict, the 6th episode of .hack//Roots.

Redemption's original title, "Aruku You na Hayasa de" ("At A Walking Pace"), was changed to "Redemption" to fit the "Re-" format of the other American titles. It was the only game title to retain none of its original meaning. The title "At a Walking Pace" is given to the second-to-last special in-game cutscene viewable in the game's Movie Player.

"dothack.wikia.com"



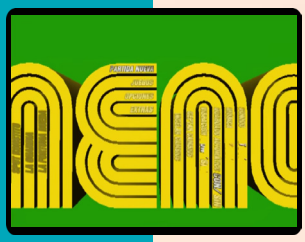
As part of a larger multimedia franchise, the games have inspired a variety of subsequent novels, manga, and film. An anime television series set before the events of .hack//G.U. was produced by Bee Train under the title of .hack//Roots. The series depicts Haseo's first experiences playing The World. It lasted for twenty-six episodes that aired in Japan between April 5 and September 26, 2006. .hack//G.U.+ serves as a manga adaptation of the game's story. It was published in the .hack//G.U.: The World magazine starting in November 2005 with art by Yuzuka Morita and story by Tatsuya Hamazaki. It was collected in a total of five tankōbon volumes published by Kadokawa Shoten between June 26, 2006 and March 23, 2009. Tokyopop licensed the series for English publication in June 2007 and released all of its volumes, from February 12, 2008 to September 1, 2009. Lesley Smith from Newtype wrote "*.hack//GU+ is yet another outlet for the story to shine combining a compelling mythology with the manga format.*"

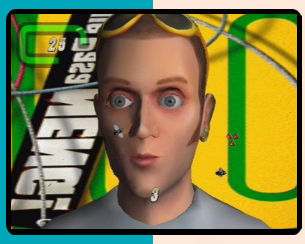
A novel series written by Tatsuya Hamazaki and illustrated by Yuzuka Morita of the same name retells the story of the games with slight modifications, such as depicting Epitaphs as weapons of the games with slight modifications, such as depicting Epitaphs as weapons instead of physical Avatars and a further exploration Haseo's background who gains a new armor. It is composed of a total of four volumes published by Kadokawa Shoten between April 1, 2007 and August 1, 2008. Tokyopop published the novels in North America between February 10, 2009 and April 26, 2011. Cyberconnect2 also produced .hack//G.U. Trilogy, a computer animated film adaptation of the games that takes numerous liberties with the story. The film was first screened in Japan in a Tokyo theater in December 2007. Bandai Visual later released it in DVD and Blu-ray format on March 25, 2008. In May 2011, Bandai Entertainment announced that they licensed the film for an English release but only with Japanese audio accompanied by English subtitles on August 18, 2009. Following the closure of Bandai Entertainment, Funimation announced at SDCC 2013, that they have acquired 4 .hack title including G.U. trilogy. The games' sequel is .hack//Link, a PlayStation Portable game that takes place three years in the future with a new version of The World.

On June 13, 2017, Bandai Namco announced an HD Remaster of the.Hack//G.U. Games titled .hack//G.U. Last Recode for the PlayStation 4 and PC. It was released on November 3, 2017.

5.6

¡Qué pasa Neng! El videojuego





Developer	Mere Mortals
Publisher	Phoenix Games
Release date	December 11, 2006
Genre	Mini-games
Mode	1-2 Players

Que Pasa Neng! (translates roughly as What's Up Neng!) is a game released exclusively in Spain starring Neng de Castefa, a comedic character from the early 2000s Spanish late-night talk show Buenafuente. The game consists of five mini-games, each of which have to be completed three times in order to move onto the next and unlock the game for free play.

"mobygames.com"

007: Quantum of Solace

7.3

Developer	Eurocom
Publisher	Activision
Release date	(us) November 4, 2008
Genre	Third-person shooter
Mode	1 Player

Based on the scripts of the 21st movie "Casino Royale" and the 22nd James Bond movie of the same name as the game, it follows closely the story of those movies but elaborates many scenes and fills in some blanks.

The game is an over-the-shoulder third-person shooter, much like 007: Everything or Nothing.

J N P

7.5

007: NightFire

J N P

Developer	Eurocom
Publisher	EA Games
Release date	(us) November 18, 2002
Genre	First-person shooter
Mode	1-4 Players

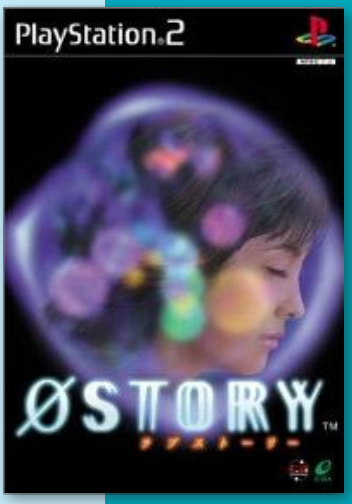
James Bond 007: NightFire is a first-person shooter featuring the character of the British secret agent James Bond and a sequel to Agent Under Fire.

There are twelve total missions, all of which combine stealth, combat, and Q's 'gadgets, such as the laser watch and X-ray eye glasses.' The game feature over ten multiplayer modes, some of which include characters from previous Bond moves.

Ø Story

7.5

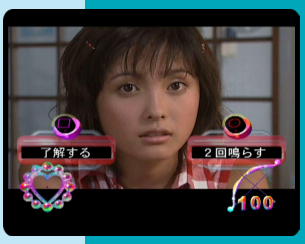
Developer	General Entertainment
Publisher	Enix
Release date	April 27, 2000
Genre	Interactive movie
Mode	1 Player



Love Story, stylized as Ø Story, is a Japanese exclusive adventure interactive movie video game. It was the first Enix game published on the PlayStation 2, and was part of the campaign to promote the release of the console in Japan. A Sega Dreamcast port was planned as well a PlayStation port, but were later cancelled during development for unknown reasons.

The player takes the role of a young man who dies in a motorcycle accident. He is sent back to earth as a ghost by Ai, the angel of love, who tells him that he may revive if he gains the love of a girl named Rina within six days. The female cast of the game is composed of Japanese television actresses and models.

Love Story is an interactive movie in which the story is depicted in continuous full motion videos. The player can make various actions at set moments (such as communicating by writing on sand, chalkboards, or computer screens) which result in slightly different paths and scenes, although the direction of the story remains globally the same. Events similar to the quick time events featured in Sega's game Shenmue are also present.

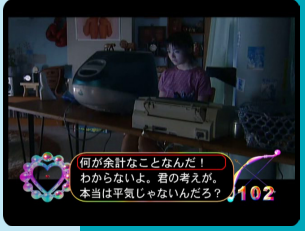


The player can shoot arrows at Rina, which allow to read her mind in text dialogues or cutscenes. Minigames are present, including baseball and rhythm games. All these actions can increase or decrease the player's "love meter" depending on his success, and the objective of the game is to fill the love meter to 100 percent by the end of the sixth day.

Love Story was showcased in February 2000 with the presence of the game's actresses at the PlayStation Festival in Tokyo, as part of Sony's campaign to promote the soon-to-be-released PlayStation 2. The title was Enix' second adventure game in full motion video, following Murder on the Eurasia Express (1998). The cast recruited for Love Story includes Japanese actresses, television personalities, and models; notably Aya Hirayama and Kaori Manabe, who would later star in the Waterboys film and television series, respectively; and Erika Yamakawa.

Reviews of the game range from average to negative, with criticism of the game's graphics and acting.

In Japan, Famitsu scored the game a 29 out of 40.[



The game received mediocre reviews in English-speaking territories. Reviewers for IGN and GameSpot compared the game to Digital Pictures' Sega CD games and its storyline to the movie Ghost. GameSpot gave the game a 5.8 out of 10, stating that the video quality was good, despite occasional compression artifacts, while the few non-video sections were considered *"more like average PlayStation graphics than those of a PlayStation 2 game"*.

4.1

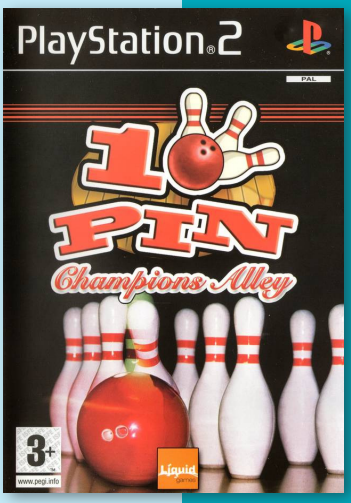
10 Pin: Champions Alley

P

Developer	Liquid Games
Publisher	OG International Ltd
Release date	(eu) April 5, 2005
Genre	Sports
Mode	1-8 Players

10 Pin: Champions Alley is a bowling game. Players can roll into action alone or with up to seven friends.

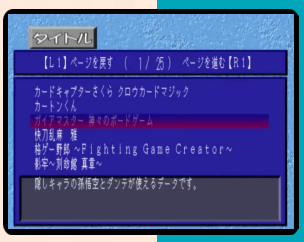
The game feature eight characters, each with their own strengths and weaknesses, three difficulty settings and the option of playing in practice, quick match or tournament modes.



10th Anniversary PlayStation & PlayStation 2 All Soft Catalogue Special SaveData Collection

Developer	Media Works
Publisher	Media Works
Release date	(jp) February 04, 2005
Genre	Miscellaneous
Mode	1 Player

This Japanese only edition of PlayStation & PlayStation2 software encyclopedia includes covers, screenshots and descriptions of around 5,000 PS and PS2 games from 1994 to 2004. The package includes 2 PlayStation & PlayStation2 compatible “Memorial Save Data” discs which contain a total of 1467 save games from assorted titles.



J

6.9

120-en no Haru: 120 Yen Stories

J

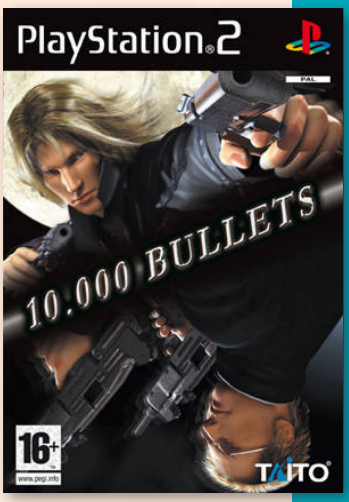
Developer	Interchannel
Publisher	Interchannel
Release date	(jp) February 24, 2005
Genre	Visual novel
Mode	1 Player

¥120 Stories is a non-adult visual novel that originated on PS2 which features four separate romantic stories, each of which is revolving around something costing only 120 yen. Each story is told in a different setting and during a different season, starting with the winter one and continuing onto autumn, summer, and spring one. Each story features new protagonist and new heroine and is split in short chapters.

10,000 Bullets

6.2

Developer	Blue Moon
Publisher	(jp) Taito, (eu) 505 Game Street
Release date	(eu) October 6, 2005
Genre	Third-person shooter
Mode	1 Player



J P

10,000 Bullets, known in Japan as Tsukiyo ni Saraba, is an action/third-person shooter produced by Suikoden series creator Yoshitaka Murayama

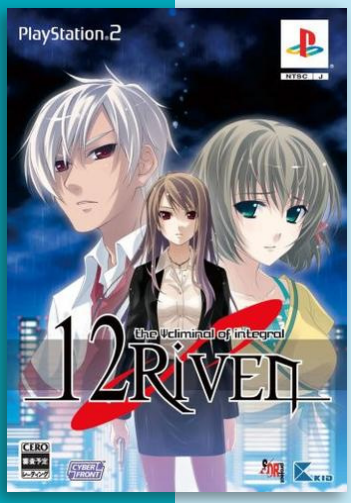
The game follows Crow, a hitman living in Ireland who works for the Rome-based crime syndicate known as the Tonia Family. Crow possesses the special "gunslinger" ability, which allows him to slow down time. He inherited this trait from his late mother, a powerful fortune teller who was murdered when Crow was very young. After being taken in by mob boss Papa Tonia, Crow is taught to optimize his abilities by a fellow hitman named Judas, a fugitive from France. Crow hopes to one day exact revenge on the person responsible for his mother's death. The protagonist is partnered with the young Alice, an Englishwoman of German descent fleeing custody after the death of her military officer grandfather.

10,000 Bullets is an action/third-person shooter in which the gun-wielding player character battles numerous enemies and bosses in different environments. Styled similar to cinematography found in The Wachowskis' The Matrix film franchise and gameplay mechanics in games such as Dead to Rights and Max Payne, the player is given an ability to slow down time and thus dodge multitudes of flying bullets and other obstacles. The first level, "enhancement", slows down all action, including the player character. The second level, "Blitz", slows down only the enemies, allowing the player to move around at normal speed. The third level, "frozen time", halts everything around the player, who again maintains normal speed. By pressing the shoulder buttons, the player can lock-onto and switch aim at the various enemies. Successfully dispatching several foes in a row earns the player bonus points, which can be used at the end of a stage to purchase upgrades like more health, as well as special attacks and acrobatic evasion skills that can be mapped to certain controller buttons. The game features four playable characters (Crow, Alice, Dragon, and Boris), each of which has their own unique set of abilities. Between the action sequences, the player must advance the plot through a graphic adventure-style interface, where certain characters must be spoken to in order to continue.

10,000 Bullets received mediocre scores from Japanese publications including a 27 out of 40 from Weekly Famitsu and a 270 out of 400 from Dengeki PlayStation. Spencer of Siliconera found the Japanese version of 10,000 Bullets to be a cheap imitation of more successful action games that use bullet-time.

6.4

12Riven: The Psi-Climinal of Integral



Soundtrack Edition

Developer	KID, CyberFront
Publisher	CyberFront
Release date	(jp) March 13, 2008
Genre	Visual novel
Mode	1 Player

12Riven: The ΨCliminal of Integral is a visual novel released for the PlayStation 2, Windows and PlayStation Portable. There is a regular edition, and a special edition which included the game's original soundtrack. The game is the fourth entry in the Infinity series of visual novels developed by KID Corp. It was developed by KID and SDR Project. 12Riven and Memories Off 5: Encore, another game that was under development by KID, were originally in danger of not being released when KID filed for bankruptcy in 2006. Both games were resurrected in 2007 by Cyberfront when they acquired KID's intellectual properties.

The story of 12Riven is about a normal high school boy and a police woman who must work toward rescuing a girl, Myuu, from being killed by a powerful and mysterious psychic.

The game is a visual novel in which the player makes progress by reading the game's story. At certain points during conversations with other characters, the player is given a set of choices. Depending on what the player chooses, the story diverges into different branches, eventually leading to different endings; there is only one "true ending".

The game's music was composed by Takeshi Abo. Both the game's opening theme, "Third Bridge", and ending theme, "Process", are performed by Kaori.

On its first week of release, 12Riven was the thirteenth best selling video game in Japan, and the third best selling PlayStation 2 game. By the end of 2009, the PlayStation Portable version was the 908th best selling video game of the year in Japan, with 4,745 copies sold.

Neal Chandran at RPGFan said that the Infinity series' atmosphere, story, setting, and themes had gotten progressively more sophisticated, dark, and deep with each installment. He felt that the music had followed this progression, and that 12Riven's music was among the most sophisticated music Abo had ever composed; he said that while there was nothing that stepped outside of Abo's comfort zone, the music was *"highly refined"*.

The PSP port which came a year after features new CG event scenes, newly recorded voice-acting and renewed soundtrack. Some of the older CG events were redrawn due to complaints about their quality in the original PS2 release.

18 Wheeler American Pro Trucker

5.2

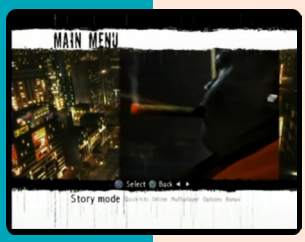
Developer	Acclaim Studios Cheltenham
Publisher	Acclaim Entertainment
Release date	(us) November 14, 2001
Genre	Racing
Mode	1-2 Players

18 Wheeler: American Pro Trucker is a port of a arcade game developed by Sega AM2. The main purpose of the game is to make it to the finish line with the truck's cargo. Players are given a set amount of time, but can ram into special vans that will add three seconds to the timer. There are several characters to choose from, each with a unique truck and attributes.

J N P

187 Ride or Die

4.6

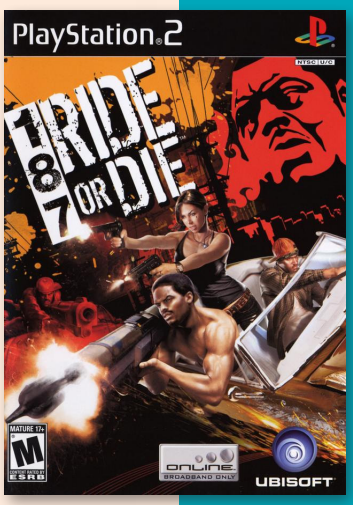


N P

Developer	Ubisoft
Publisher	Ubisoft
Release date	(us) August 23, 2005
Genre	Vehicle combat
Mode	1-2 Players

187 Ride or Die is a Vehicle combat game for the PS2 and Xbox. In order to become "top dog" of the game, the player must race and defeat opponents through a variety of different stages all set in Los Angeles's infamous South Central region.

The game's title comes from two phrases common in the subculture. 187 is the California Penal Code section that defines murder. "Ride or die" is a combination of the phrases "ride it out" and "die trying".



1945 I&II The Arcade Games

6.8

Developer	Psikyo
Publisher	Play It!
Release date	(eu) July 16, 2004
Genre	Compilation
Mode	1-2 Players

This compilation includes the arcade games Strikers 1945 and Strikers 1945 II, though "Strikers" was removed from the title everywhere in the game. They are the same ports that where released individually (separate for Japan and the US, both under the name Strikers 1945) for the PlayStation in 2001.

J P

"mobygames.com"

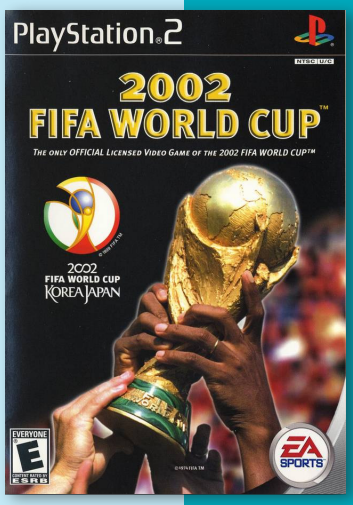
7.0

2002 FIFA World Cup

J N P

Developer	EA Canada
Publisher	EA Sports
Release date	(us) April 22, 2002
Genre	Sports
Mode	1-2 Players

An amalgamation between the game engines of FIFA Football 2002 and FIFA Football 2003, the game still incorporates the power bar for shots and crosses but with a steeper learning curve and customisation of the chances of being penalised by the match referee. Some kits are licensed, along with player likeness and the stadia of the 2002 FIFA World Cup.



6.3

2003-Toshi Kaimaku - Ganbare Kyuukaiou

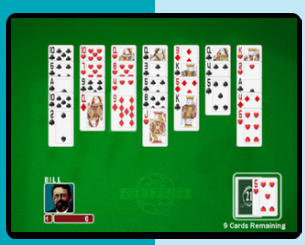
Developer	Magical Company
Publisher	Atlus Co.
Release date	(jp) May 15, 2003
Genre	Sports
Mode	1-2 Players

2003-Toshi Kaimaku: Ganbare Kyuukaiou is a baseball game, developed by Magical Company (Mahou) and published by Atlus, which was released in Japan in 2003.

J

8.6

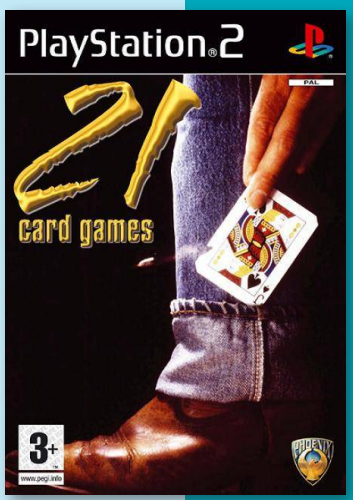
21 Card Games



P

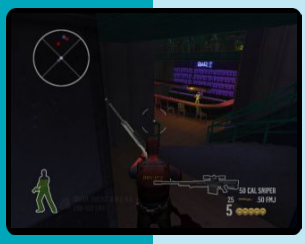
Developer	Mere Mortals
Publisher	Phoenix Games
Release date	(eu) July 28, 2006
Genre	Casino
Mode	1 Player

21 Card Games is a gambling game and feature different card games like poker, blackjack, solitare, etc.. Players can choose from 50 character portraits and select their game among the wide variety available. They can go head to head with the dealer - or play against skilled opponents.



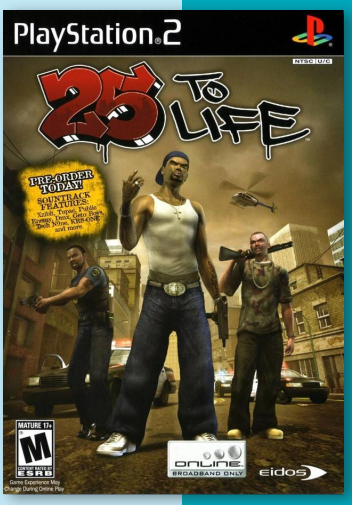
25 to Life

4.6

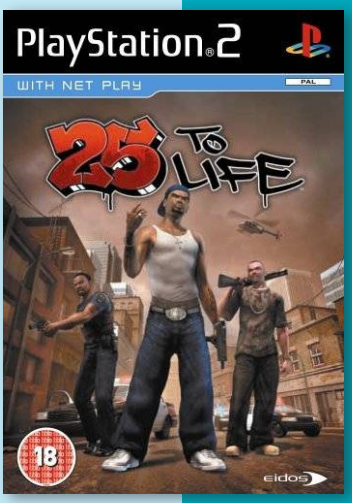


Developer	Avalanche Software
Publisher	Eidos Interactive
Release date	(us) January 17, 2006
Genre	Third-person shooter
Mode	1-16 Players

Set in a modern environment, the game allows the player to play as both a cop and a gangster, at different times, in a "cops and robbers" style game. The game can be played online with up to 16 players using the network adaptor. The name of the game comes from a typical "indeterminate life sentence" that is often given in the United States upon a defendant's conviction for a violent felony.



25 to Life is about a black man named Freeze, his friend Shaun Calderon, and a Police Officer, Officer Williams. The game features three playable protagonists during single player campaign in the game. Freeze commits crimes with Shaun to get money, which he promptly spends for his family while Officer Williams is trying to stop at all costs the organized crime and felony across the city.



25 to Life received "unfavorable" reviews according to video game review aggregator Metacritic.

Hyper's Maurice Branscombe commented that the game's soundtrack was okay only *"if you like rap."* However, he criticised the game as *"absolutely unadulterated bullshit."*

The A.V. Club gave it a D+ and called it *"a half-baked copy of someone's urban nightmare."*

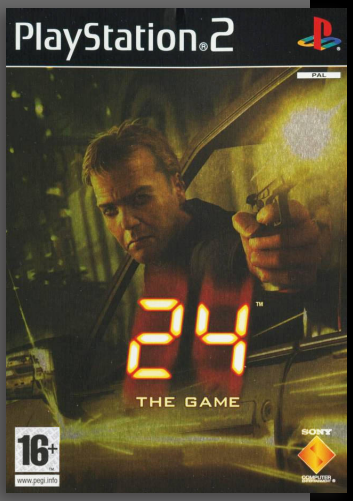
3-Nen B-Gumi Kinpachi Sensei Densetsu no Kyoudan ni Tate!

5.5

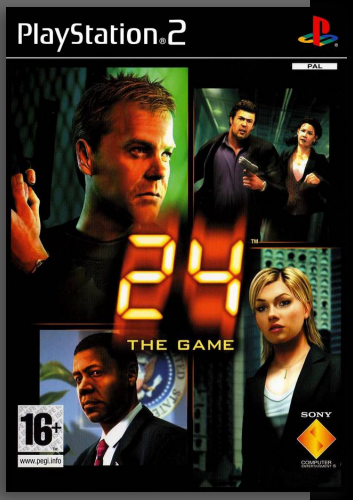
Developer	ChunSoft
Publisher	ChunSoft
Release date	(jp) June 24, 2004
Genre	Adventure, Role-playing
Mode	1 Player

This is a role-playing game based on the Japanese TV drama 3 Nen B Gumi Kinpachi Sensei. The television show tells the story of a teacher named Kinpachi Sakamoto and his trials and tribulations with his students. The players take the role of a teacher named Matsumoto who is assigned to teach the level 3B class when title character Kinpachi takes ill.

6.9



Steelbook Version (eu)



N P

24: The Game

Developer	SCE Studio Cambridge
Publisher	2K Games
Release date	(us) February 27, 2006
Genre	Third-person shooter
Mode	1 Player

24: The Game is a third-person shooter, based on the Fox television series 24. Like the series, the game takes place over 24 hours and has the same start and end clocks for each hour, marking the start and end of each part of the game. The hours are broken down into 58 separate missions, of which there are three broad types. Some missions are objective based, while others have a time-restricted element. Each mission is graded out of 100 points, based on the quality of performance, number of objectives completed, shooting accuracy and so on. A grade of 90 points or higher rewards the player by unlocking some form of bonus feature, including three movies (interviews with cast about the game, TV promos), 98 images (wallpaper-like images of main characters) and 23 characters (3D models that the player can view).

Most of the game's missions take place in third-person shooting format, combined with the use of a cover system. When a character is behind a low object like a crate, or at the edge of a corner or doorframe, they can press a button to use the object or edge as cover. Another button will allow the character to peer around and enter a targeting mode, while releasing the button will quickly return them to cover. There is also a stealth mode which has the character stoop, walk silently (unless running), duck behind any low obstacles they can hide behind and be less detectable by sound. A character can sneak up behind an enemy using stealth mode and perform a silent "stealth takedown" by breaking his neck.

A variety of weapons are available including handguns, automatic weapons and shotguns, with various ammunition types also in existence. Ammunition is limited in the game and weapons must be reloaded, although additional ammunition can be collected. Players can also call out to enemies who will sometimes surrender and can then be captured (put in handcuffs) with their ammunition also collected. There are also civilians in the game who can also be called out to and then rescued by the player.

Some missions involve sniping using first-person shooter gameplay.

There are several missions in which the player controls a motor vehicle. They usually involve getting to a certain location in a certain time period, often while avoiding pursuers while heading to the end point.

24: The Game takes place between the events of the second and third seasons. In a similar way to the TV series, it can be split up into three sections or chapters. Section one revolves around an attack on Vice President Jim Prescott, while section two covers an attack on the CTU. Section three covers a ma-

jor terrorist attack and attempt to gain access to nuclear weapons. A large number of characters from seasons two and three feature in 24: The Game, with each using the original actor's likeness and voice acting. Main characters returning include Jack Bauer, Kimberly Bauer, Tony Almeida, Michelle Dessler, Chase Edmunds, David Palmer, Max, Kate Warner, Chloe O'Brian, and Ryan Chappelle, with Peter Madsen being voiced by Christian Kane.

In an interview, Mark Green stated that the game style was influenced by the way Lord of the Rings: The Two Towers and Enter the Matrix, while gameplay influences were described as James Bond 007: Everything or Nothing and Alias.

The game received "mixed" reviews according to video game review aggregator Metacritic.

Eduardo Vasconcellos of GameSpy praised the game's storyline and high-quality voice work, but criticized the *"jagged"* visuals that caused character renderings to look *"off"*. He also complained of the lack of responsiveness in the controls, the *"disjointed and awkward"* camera angles, and the slowness with which some enemies react to the player.

The Sydney Morning Herald gave it three-and-a-half stars out of five, stating, *"Newcomers to the trials and tribulations of Jack Bauer are unlikely to be impressed by this game's generic shooting and driving action. But fans of 24 will be quaking, thanks to the authentic atmosphere and gripping story, set between season two and three of the TV series."*

Although the game received a mixed reception from critics, it received a BAFTA award nomination for its screenplay elements.

3LDK - Shiawase ni Narouyo

7.2

J

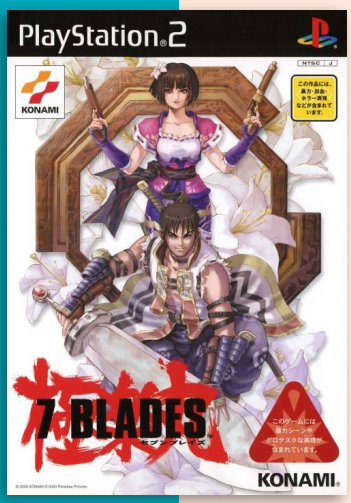
Developer	Princess Soft
Publisher	Princess Soft
Release date	(jp) July 1, 2004
Genre	Visual novel
Mode	1 Player

3LDK tells the story of protagonist Masato Asakawa, a second-year high school student. Following his parents' transfer to positions abroad, Masato ends up living alone with his childhood friend Chihogi in the Asakawa family's 3LDK apartment. Away from the supervision of his parents, Masato is expecting a careless life. However his parents have installed Chihogi's elder sister as caretaker in their stead.

"play-asia.com"

7 Blades

6.5



Developer	Konami
Publisher	Konami
Release date	(eu) September 28, 2001
Genre	Action-adventure
Mode	1 Player

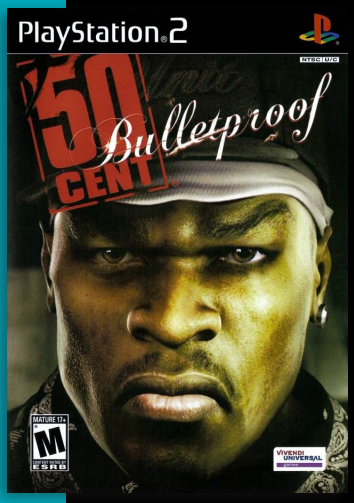
J P

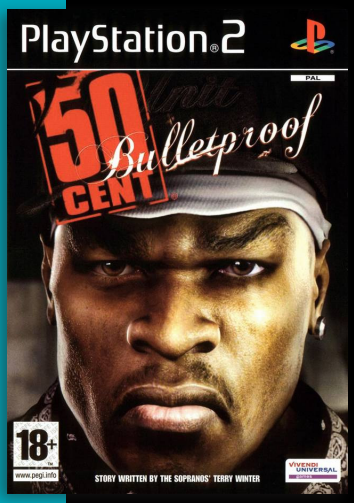
7 Blades is based on the 1990 film Zipang, directed by Japanese filmmaker Kaizo Hayashi. The game takes place in mid-17th century Japan, during which the Tokugawa shogunate was gaining power. The game is set on the man-made island Dejima, which the Japanese government is using to house Western foreigners and where a Christian group is trying to separate from the rest of the country. The main character is Gokurakumaru, a violent mercenary and poor womanizer. He travels with his gun-wielding love interest, Oyuri, and sidekick, Togizo. The latter provides comic relief and holds the swords as Gokurakumaru collects them one by one.

7 Blades was developed by KCEJ East in association with Paradise Pictures. Konami was assisted by Hayashi, who served as the game's directing supervisor and was given creative control over its storyline, dialogue, and action. Hayashi meant for 7 Blades to cover a wide range of genres, and that even with the player killing a large number of enemies, hoped that it could be enjoyed as a sophisticated sword-fighting game as well. Hayashi felt that meshing the story branches of the two playable characters was a feature *"only possible in a game"*.

50 Cent: Bulletproof

5.6





Developer	Genuine Games
Publisher	Vivendi Universal Games
Release date	(us) November 17, 2005
Genre	Action
Mode	1 Player

The story revolves around protagonist hip hop musician 50 Cent. After getting shot nine times and left for dead, 50 climbs from the jaws of death to exact revenge on his enemies. Working with his G-Unit soldiers 50 takes on the most powerful gangs and crime syndicates in the city, uncovering a criminal conspiracy with international implications. This game, written by Terry Winter, Emmy Award-winning Executive Producer of The Sopranos, also stars Eminem as Detective McVicar and Dr. Dre as street-wise war veteran, Grizz. The game won "Best Original Song" in the 2005 Spike TV Video Game Awards.

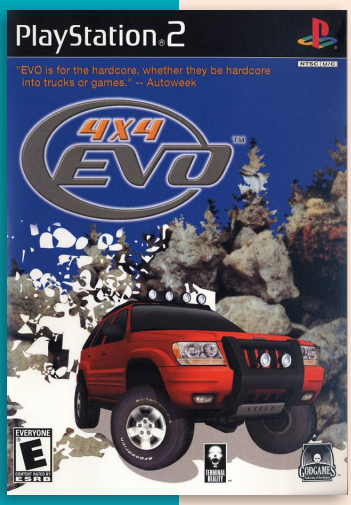
The game received generally mixed reviews due to poor game-play mechanics, but it was praised for its solid story line & music.

The game is a 3rd-person shooter with all the typical features: Players have a wide array of weapons (including akimbo shooting), there are over 25 moves to finish people off at close range, players can find money to buy health packs, armor, and other helpful items. They can grab enemies and use them as human shields and use mobile objects (like dumpsters on wheels) as cover. The game uses the havok physics engine for a more dynamic environment.

In many missions, players will be rolling with their crew, the G-Unit: Lloyd Banks (as a locksmith), Young Buck (weapons expert), and Tony Yayo (the demolition man). They will provide back-up and perform tasks that are necessary to complete objectives.

4x4 Evolution

5.9



Developer	Terminal Reality
Publisher	Gathering of Developers
Release date	(us) February 26, 2001
Genre	Racing
Mode	1-2 Players

4x4 Evo (also re-released as 4x4 Evolution), one of the first console games to have cross-platform online play, was released for the Windows, Macintosh, PlayStation 2 and Dreamcast platforms.

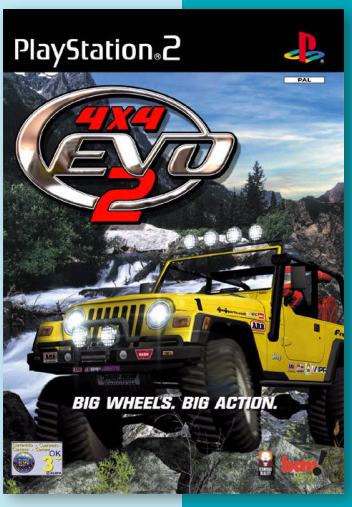
Gameplay features off-road racing of over 70 licensed truck manufacturers. Modes featured in the game were a Career Mode, Online Mode, Map editor and versus mode. The career mode feature a way to buy better trucks similar to the Gran Turismo series. The Career mode also gives the player 6 purpose built race vehicles: Chevrolet Trail Blazer Race SUV 2WD, Dodge Dakota Race Truck 4WD, Ford F-150 Race Truck 2WD, Mitsubishi Pajero Rally 4WD, Nissan Xterra Race SUV 4WD, and the Toyota Tundra Race Truck 2WD.

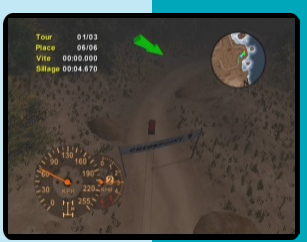
GameRankings and Metacritic gave it a score of 65% and 64 out of 100 for the PlayStation 2 version.

4x4 EVO 2

7.0

Developer	Terminal Reality
Publisher	Bam Entertainment
Release date	(eu) November 4, 2003
Genre	Racing
Mode	1-2 Players





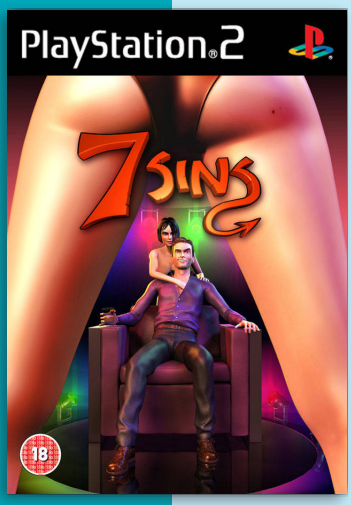
4x4 EVO 2 feature more trucks, and more racing tracks than the original game. The courses are primarily in extreme environments such as deserts, canyons, and other off-road locales. Players are allowed to customize their vehicle to their liking with a variety of engine, suspension, wheels, tires, and other aftermarket parts and modifications.

The goal of career is to build or buy the fastest off-road vehicle possible. The player does so by purchasing their first vehicle, and then placing well in races to earn money, which is spent on better vehicles later, and various modifications.

The player may also play through missions set in various locations, which typically revolve around locating various objects in the area. Each location has multiple missions, which revolve around a single profession or storyline.

7 Sins

4.6



Developer Monte Cristo Multimedia
Publisher Digital Jesters
Release date (eu) May 20, 2005
Genre Life simulation
Mode 1 Player

7 Sins is a life simulation video game where the player must get to the top of the social ladder and make decisions related to the seven deadly sins. The game is set in the fictional Apple City. Throughout the game the player makes decisions based on pride, wrath, greed, envy, lust, sloth and gluttony. Once a relationship has been built new missions are unlocked. In total there are seven chapters and one hundred non-player characters

P

7 Wonders of the Ancient World

6.4

N P

Developer MumboJumbo
Publisher MumboJumbo
Release date (us) November 20, 2007
Genre Puzzle
Mode 1 Player

7 Wonders of the Ancient World is a Bejeweled-type puzzle game. The game boards are set against the fabled 7 Wonders of the Ancient World. In the main Story mode players need to build wonders over time one after another starting with The Great Pyramid in Giza then moving to the mysterious Hanging Gardens of Babylon and other wonders. To do so, they will need to match runes on materials blocks to destroy them.

A-Ressha de Ikou 2001

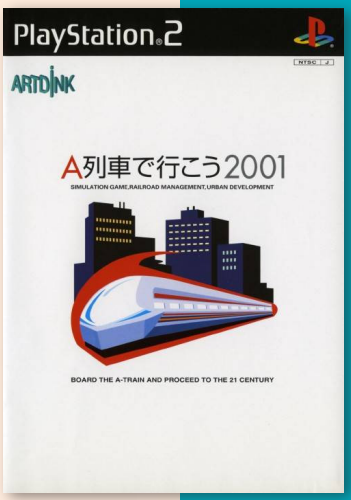
5.6

J

Developer	Artdink
Publisher	Artdink
Release date	(jp) March 8, 2001
Genre	Simulation, Strategy
Mode	1 Player

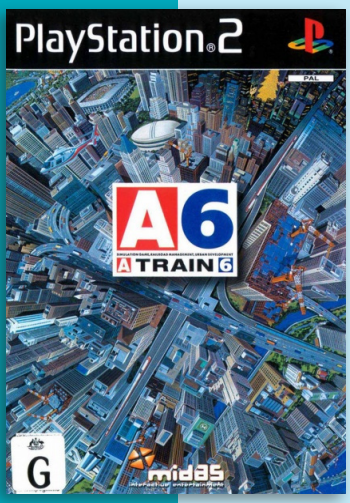
A-Ressha de Ikou 2001 (“Let’s go by train A 2001”) is a PlayStation 2 incarnation of the A-Ressha de Ikou (“A-Train”) series.

The game is a version upgrade of “A6”. In this game the importance of materials have greatly increased from A6. Also for the first time in the series, there are people featured in the station.



A-Train 6

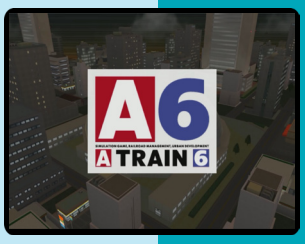
7.7

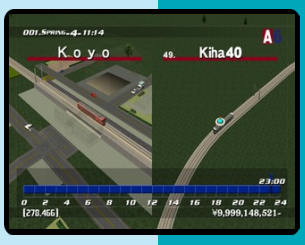


Developer	Artdink
Publisher	Artdink
Release date	(jp) March 4, 2000
Genre	Simulation, Strategy
Mode	1 Player

A-Train is a series of train simulation games that were originally developed and published by Japanese game developer Artdink. The first game in the series was published in 1985. A-Train 6 features improved graphics over A-Train 5 and A-Train Z. It only has 6 “stages” and the user is given a number to reach. Players don’t need to make a profit. They start off with ¥10 trillion that decreases when a train moves.

“wiki.pcsx2.net”





J P

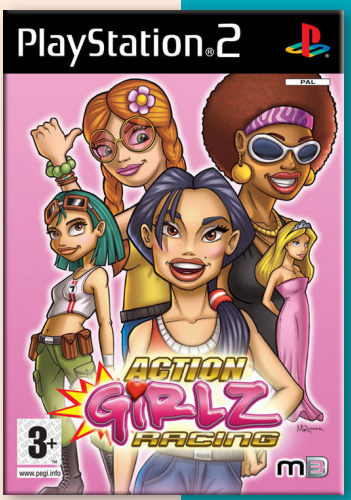
Action Girlz Racing

1.7

P

Developer	Data Design Interactive
Publisher	Metro3D
Release date	(eu) September 15, 2005
Genre	Racing
Mode	1-2 Players

Action Girlz Racing is a kart racing game with a cast of eight girls racing in miniature cars. The three game modes are single trial, time trial and grand prix. There are three difficulty levels (beginner, experienced and advanced) and three racing classes (50 cc, 100 cc and 150 cc). While racing it is possible to bump into other racers and the tracks contain many obstacles that slow down the racers or can be knocked around.



Abarenbou Princess

7.4

Developer	Kadokawa Shoten
Publisher	Kadokawa
Release date	(jp) November 29, 2001
Genre	Role-playing
Mode	1 Player

Abarenbou Princess was a relatively short and short-lived RPG for the PS2. The gameplay format is split into 9 chapters, and these chapters have divided stages therein. Characters are severely limited to what is given to the player at the beginning of each chapter, and any advantages or disadvantages in the eventual end-of-chapter battle are determined by conversations and decisions the player make.

"doushiuhohtranslations.wordpress.com"

J

Ace Lightning

6.2

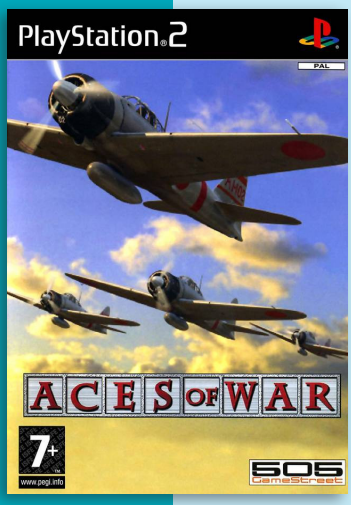
P

Developer	Gamezlab
Publisher	BBC Multimedia
Release date	(eu) March 14, 2003
Genre	Platformer
Mode	1 Player

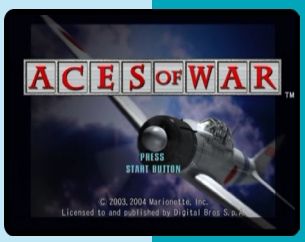
Ace Lightning is based upon the BBC-created television programme of the same name. This third-person action-adventure game lets players guide the foremost of the Lightning Knights, Ace Lightning, on his mission to defeat the evil Lord Fear and send him and his gang back to prison in the sixth dimension. The only way to capture Lord Fear is to collect all the pieces of the magical Amulet of Zoar.

Aces of War

8.3



Developer	Marionette
Publisher	(jp) Taito, (eu) 505 Game Street
Release date	(jp) March 4, 2004
Genre	Shooter, Simulation
Mode	1-2 Player

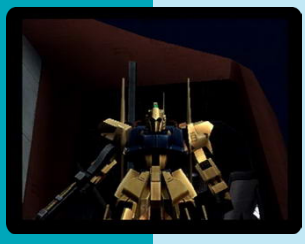


Aces of War is a historical flight combat sim set in the Pacific Theater of World War II which presents a number of "what if?" scenarios based on famous battles and campaigns such as Bougainville, Wake Island, and Iwo Jima.

The game is on the realistic end of the simulation spectrum. Each of the 15 missions have numerous objectives, including attacking air or ground targets and bombing or protecting units or bases.

J P

7.7



J

A.C.E.: Another Century's Episode

Developer	From Software
Publisher	Banpresto
Release date	(jp) January 27, 2005
Genre	Action
Mode	1-2 Players

Another Century's Episode or "A.C.E." is a Massive Multiplayer Crossover Mecha Game series made by a combination of Banpresto (most famous for the Super Robot Wars games) and FromSoftware (makers of the Armored Core series and Metal Wolf Chaos). A.C.E. plays almost exactly like Zone of the Enders. Players control a mecha in a large cubic 3D environment with transparent red boundaries. Unlike ZOE, all mecha except heavy metals can boost in only one direction, and continually boost-dashing to dodge drains the finite but generous boost bar quickly, after which players must wait for it to recharge. Each mecha can have up to five different weapons or abilities. Once an attack is used or a weapon's ammo is depleted, they must wait an amount of time proportional to the weapon's power for it to recharge. Pressing the main weapon's button in close proximity to the target results in a melee attack, with subsequent presses generating combos of varying lengths depending on the mecha. Also, alternate combos are possible by pressing the subweapon button right after any but the last possible hit in a normal chain, similar to the Dynasty Warriors beat-em-ups. Destroying multiple enemies in succession starts an attack chain. The higher it gets, the better the score.

"Arshad Abdul-Aal@hg101.kontek.net"

Much like Super Robot Wars, the story in each game in the series is a mashup of multiple Humongous Mecha series (mostly of the Real Robot variety), and revolves around a piece of Applied Phlebotinum which happens to fall into the hands of an Original Generation character. In this game, Motocross racer Sho Zama is suddenly transported to the mysterious world of Byston Well located in another dimension, where he is forcefully drafted into the military under the ambitious lord Drake Luft. Drake seeks to unify the entire land under his rule, even if it means shedding the blood of most of the population.

The games are lauded for managing to keep (nearly) each and every playable mecha completely true to their counterparts without sacrificing gameplay or fun in the process.

Another Century's Episode was the first game in the series. However, it's not officially counted as part of the series' timeline. Notable for the fact the two playable Original Generation units, the Gespenst and the Cloud Breaker (from the Xbox game Murakumo, also by From Software), don't have pilots acknowledged by the storyline.

"tvtropes.org"

A.C.E.: Another Century's Episode 2

8.4

Developer	From Software
Publisher	Banpresto
Release date	(jp) March 30, 2006
Genre	Action
Mode	1-2 Players

A.C.E.2 is not a direct sequel to its predecessor, but a Continuity Reboot of the story and features the series' first true Original Generation characters "Tak Kepford" and "Marina Carson". Storyline centers around the failing UCE government, which not only has to deal with uprisings from the Giganos Empire, Delaz Fleet, the Reclaimers and the Jovian Lizards, but also has to contend with the otherworldly advances of the Drake Army, Grados/Glados, Poseidal, and ultimately, the Zentraedi fleet.

Like the previous game in the series, A.C.E. 2 features two different set-ups for the controller: shift and select type.

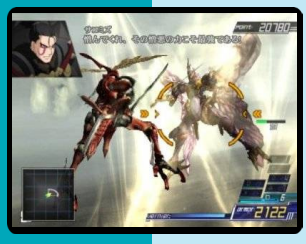
On November 29, 2007, Banpresto released A.C.E. 2 Special Vocal Edition as a follow-up to the heels of A.C.E. 2's sequel, Another Century's Episode 3: The Final. This version includes vocal theme songs for each of the featured animated series in the game.

"tvtropes.org"

Special Vocal Version (jp)

A.C.E.: Another Century's Episode 3: The Final

8.4



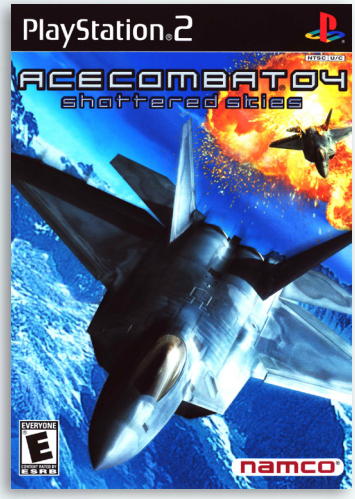
Developer	From Software
Publisher	Banpresto
Release date	(jp) September 6, 2007
Genre	Action
Mode	1-2 Players

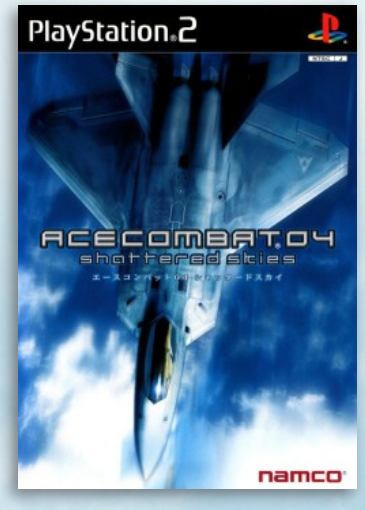
Another Century's Episode 3: The Final continues and finishes the continuity from the previous game. Storyline centers around the "Baldona Drive", a device allowing travel between an Alternate Universe and threatens to destroy both "Earth A" (the one in A.C.E.2) and its counterpart "Earth B". Notable for the fact that while A.C.E.2 brought in G Gundam, The Final decided to be more blatant about letting super robots in on the action.

"tvtropes.org"

Ace Combat 04: Shattered Skies

8.9





Developer	Project Aces
Publisher	Namco, (eu) SCEE
Release date	(jp) September 13, 2001
Genre	Combat flight simulator
Mode	1-2 Players

Ace Combat 04: Shattered Skies, known as Ace Combat: Distant Thunder in Europe),is a semi-realistic flight simulation. It is the first in the Ace Combat series to be released for the PlayStation 2 and the fourth installment in the Ace Combat series.

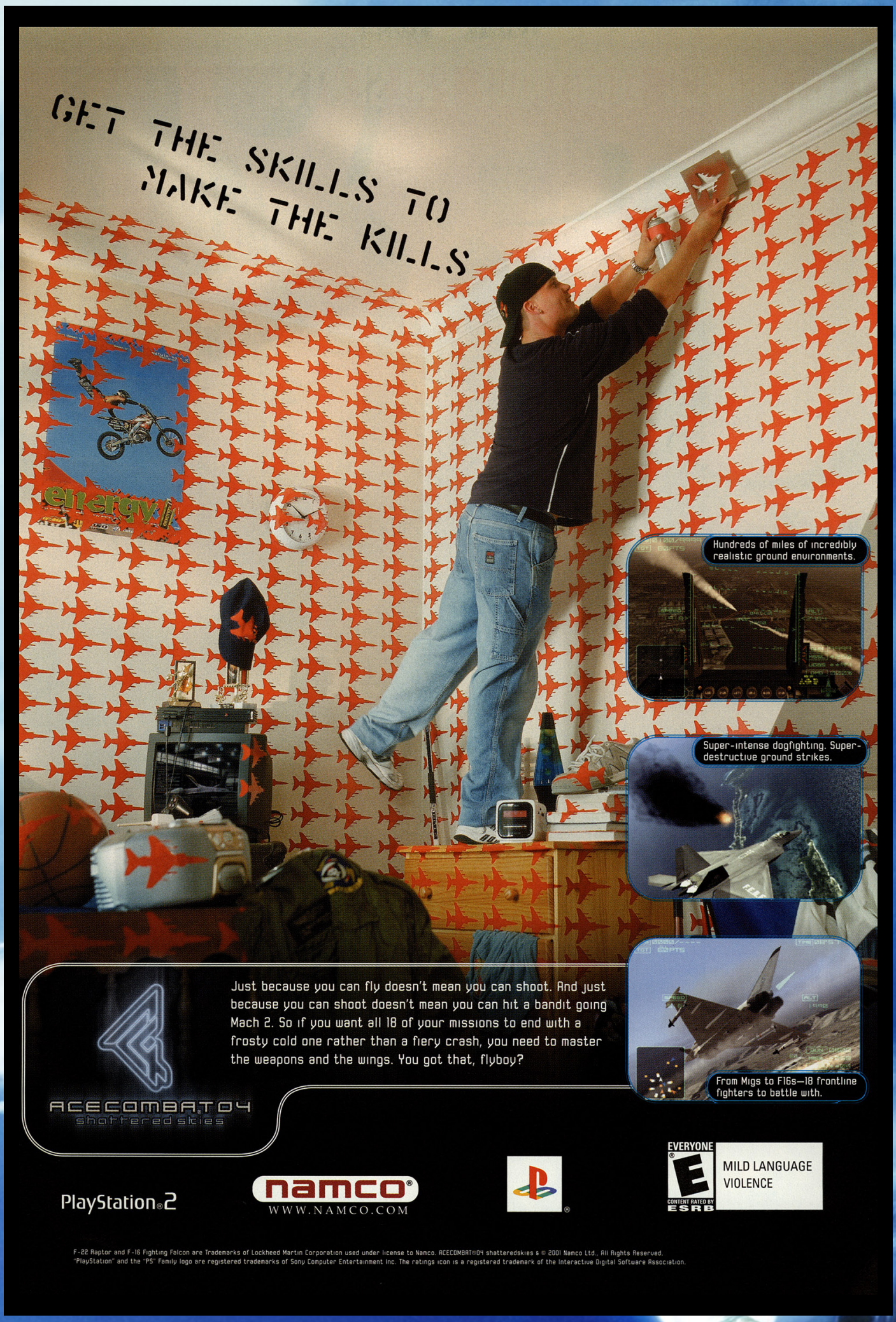
The story of the game start with the continent of Usea, who was struck by an asteroid, causing the death of half a million people. The neighboring Erusea used this as an opportunity to invade and occupy almost all of Usea. Based on its eastern coast, the Independent States Allied Forces (ISAF) try to regain ground and engage the Eruseans in aerial battles. An elite pilot using the codename Mobius 1 is sent on a number of missions to fight Eruseans and help ISAF to win the war. While performing those missions, Mobius 1 begins to learn about the impact war has on civilians, and the pilots of the opposing side.

During the course of the game, the player has the opportunity to purchase 21 different planes, from models that actually exist to prototypes or relatively new aircraft that were in development (at the time of game production) and their weaponry.

The difficulty mode determines the number of enemies per stage, their AI skill and damage threshold, and how much damage the player's aircraft can sustain in total.

The player must purchase all aircraft and extra weapons they want to use, but only once. Identical weapons for different types of planes cannot be used interchangeably. Players gain money by destroying enemies, or selling aircraft/weapons between missions. It is sometimes advantageous to buy/sell different combinations of planes & weapons depending on the mission requirements outlined in the briefing, as some planes are more suitable than others for certain missions.

Ace Combat 04: Shattered Skies introduced two new additions: radio chatter and anime-style cutscenes in which a man reads a letter (addressed to the player) of his memories of the Continental War, played over still images.


GET THE SKILLS TO MAKE THE KILLS
Hundreds of miles of incredibly realistic ground environments.
Super-intense dogfighting. Super-destructive ground strikes.
From Migs to F16s—18 frontline fighters to battle with.
Just because you can fly doesn't mean you can shoot. And just because you can shoot doesn't mean you can hit a bandit going Mach 2. So if you want all 18 of your missions to end with a frosty cold one rather than a fiery crash, you need to master the weapons and the wings. You got that, flyboy?
ACECOMBAT04
shattered skies
PlayStation®2
namco®
WWW.NAMCO.COM
EVERYONE
E
CONTENT RATED BY ESRB
MILD LANGUAGE
VIOLENCE
F-22 Raptor and F-16 Fighting Falcon are Trademarks of Lockheed Martin Corporation used under license to Namco. ACECOMBAT®04 shatteredskies & © 2001 Namco Ltd., All Rights Reserved.
"PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Interactive Digital Software Association.

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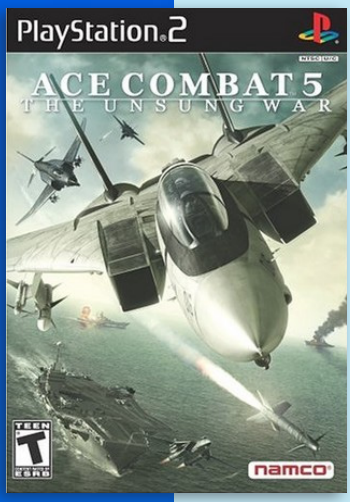
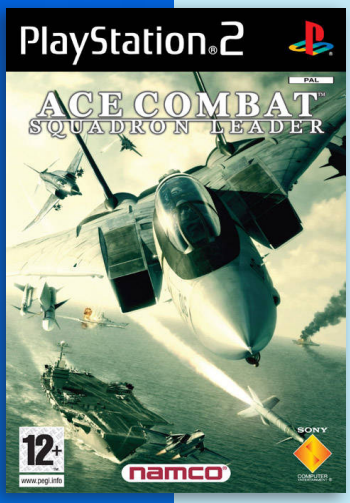
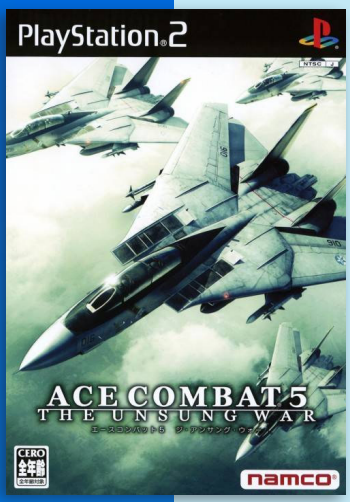
Ace Combat 5: The Unsung War







J N P

Developer	Project Aces
Publisher	Namco, (as, ko) SCEI, (eu) SCEE
Release date	(jp) October 21, 2004
Genre	Combat flight simulator
Mode	1 Player

Ace Combat 5: The Unsung War, released as Ace Combat: Squadron Leader in Europe, features gameplay that is a mix between arcade flight and authentic flight simulation.

Ace Combat 5: The Unsung War takes place in the year 2010. According to the game's backstory, war had previously broken out in the game world in 1995, fifteen years prior to the events of the game. In this war, Ace Combat Zero: The Belkan War, the bellicose nation of Belka aggressively attacked its neighboring countries in an expansionist manner. The war turned against Belka, however, and the nation faced defeat under the combined forces of the superpowers Osea and Yuktobania, along with other nations. In response, Belka set off seven nuclear weapons on its own cities in order to stave off the advancing enemy. Following this catastrophe, the opposing nations vowed to stop their offensive into Belka and end the war. In the war's aftermath, the former state of South Belka became a protectorate of the Osean Federation, although Belkan citizens remained hostile to Osean occupation.

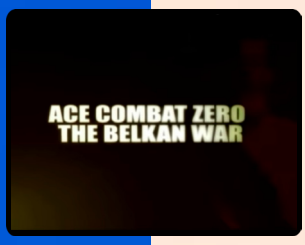
The player character is a member of an Osean Air Force squadron stationed on Sand Island, located on the ocean which separates Osea and Yuktobania. Although initially thought of as an island isolated from civilization, Sand Island serves as a front line during the events of Ace Combat 5 after the "fragile peace" established between the superpowers and Belka during the previous war comes to an end.

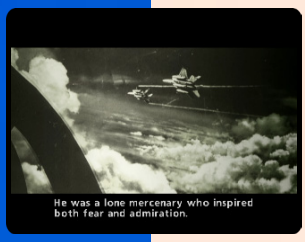
Although a majority of the gameplay in Ace Combat 5 remains similar to that of its predecessor, Ace Combat 04: Shattered Skies, several notable additions were made. Among these additions are an arcade mode and the ability for the player to interact with wingmen. The multiplayer mode present in previous titles, however, was scrapped during development.

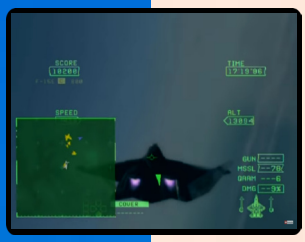
The game received generally favorable reviews, although critics noted that the game was not the "revolutionary step forward for the series" that Shattered Skies was.

Ace Combat Zero: The Belkan War

7.5







Developer	Project Aces
Publisher	Namco, (ko,as) SCEI, (eu) SCEE, (au) SCE Australia
Release date	(jp) March 23, 2006
Genre	Combat flight simulator
Mode	1-2 Players

This sixth installment in the Ace Combat series is a prequel to Ace Combat 5 that tells about the Belkan War eluded to in Unsung War. The story is told through the eyes of a reporter, 15 years after the altercation, uncovering secrets about the Belkan War of how it led to war, the outcome of the nuclear detonations within their borders and a near disastrous secret that nearly led to the destruction of a nation.

The player takes control of an Ustio mercenary pilot, call-sign “Demon Lord”, taking part of the said war, advancing missions and advancing in the story while doing it.

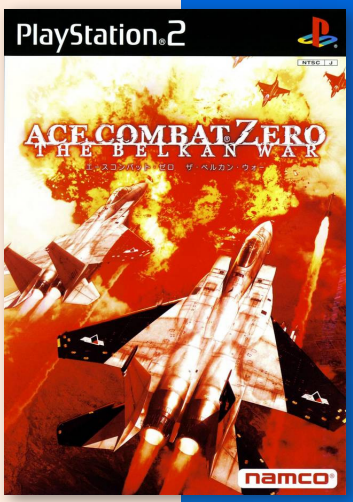
Ace Combat Zero’s gameplay is split into a single-player campaign mode and a two-player versus mode. The mechanics themselves are a mix of features from Ace Combat 04 and 5.

The game features primarily older versions of fighter aircraft seen in its predecessor game, such as the F-15C, F/A-18C, and several second- and third-generation fighters like the Saab 35 Draken. The player’s first airplane is an F-5 Tiger II, but will be able to acquire other more advanced aircraft by destroying targets to earn credits.

The game revives Ace Combat 04’s aircraft customization system - players can buy up to three SP weapons per plane but will only choose one for the mission; they can also pick their wingman’s SP weapon but not their plane. Another returning feature from Ace Combat 04 is the ability to withdraw from the battlefield for rearming at a home base during long missions.

Zero retains Ace Combat 5’s wingman-command system. During most campaign missions, the player can issue orders to the AI wingman using the DualShock controller’s directional pad.

The game continues the Ace Combat franchise’s tradition of taking on aces who fly aircraft with unique paint schemes. Aside from the pilots and their squadrons whom the player faces as boss characters, many missions will have other enemy aces scattered all over the game map.



J N P

Aa Megami-sama

7.0

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Developer	Marvelous Entertainment
Publisher	Marvelous Entertainment
Release date	(jp) February 22, 2007
Genre	Adventure
Mode	1 Player

Aa Megami-sama is a game based on the popular manga and TV series with the same name (internationally also known as Ah! My Goddess).

The game follows the story of Keiichi Morisato along with all three goddesses - Belldandy and her two sisters, Urd and Skuld. The four of them won a lottery trip which landed them on an uninhabited island shrouded in mysteries. The trip, however, was a trap devised by Marller and Hildr, which made all three goddesses lose their magic. The good thing is that is is retrievable, and it is somewhere on the island.

In this third-person 3D adventure game you explore the island and solve various mechanical puzzles while trying to restore Belldandy's, Urd's and Skuld's magical powers.

The game was also released as a limited edition, also known as the "Holy Box" edition.)

Holy Box Edition

Action Man ATOM: Alpha Teens on Machines

3.1

P

Developer	Brain in a Jar
Publisher	Blast! Entertainment Ltd
Release date	(au) May 2, 2007
Genre	Racing
Mode	1 Player

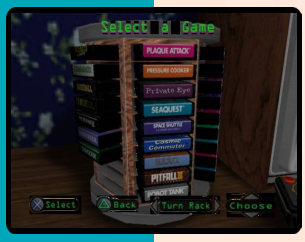
Action Man: A.T.O.M. Alpha Teens On Machines is a single player game based on the a French animated television series A.T.O.M. Alpha Teens On Machines. The Alpha Teens are Axel Manning, Catalina Leone, Crey Kingston, Zack Hawkes, and Ollie Sharker who test prototype vehicles and weapons for Lee Industries which they use to combat criminals in the fictional Landmark City, particularly the sadistic Alexander Paine.

Gameplay involves testing various machines on Lee Industry's test track before taking to the streets and battling his minions.

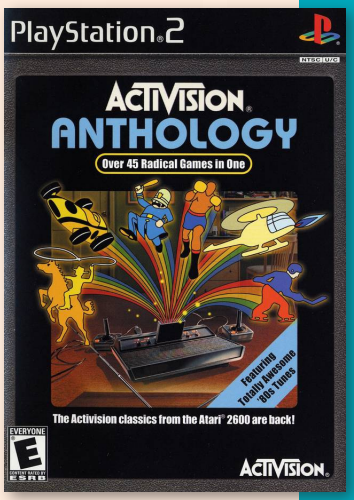
"mobygames.com"

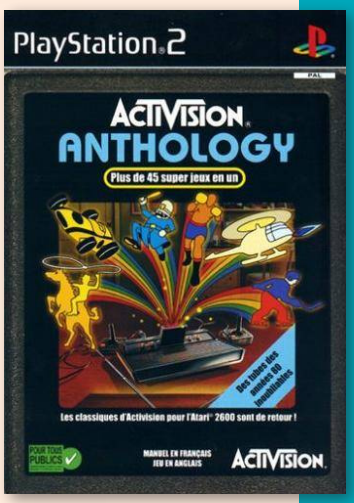
7.5

Activision Anthology



Developer Contraband Entertainment
Publisher Activision
Release date (us) November 19, 2002
Genre Compilation
Mode 1-2 Players





Activision Anthology is a compilation of most of the Atari 2600 games by Activision for various game systems. It also includes games that were originally released by Absolute Entertainment and Imagic, as well as various homebrew games.

The game features the original gameplay of the Atari 2600 emulated on modern systems. After achieving high scores in some of the games, the player can unlock special modes where the colors are distorted, or the game is projected on a rotating cube as added difficulty.

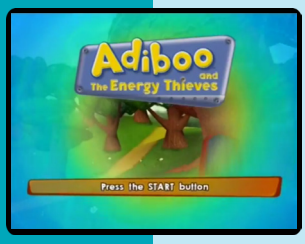
Activision Anthology features a virtual kid's bedroom as the main menu. The player can select several viewpoints to check highscores, choose a video game cartridge from a rotating stand, change the background music on a virtual tape deck, or change game settings while being zoomed in on a virtual Atari 2600. The virtual tape deck features several licensed 1980s music tracks. The music from the virtual tape deck can be mixed with the Atari 2600 game audio so both are audible to simulate playing the game on TV while having the tape running in the background.

Game list:

- Atlantis
- Barnstorming
- Beamrider
- Boxing
- Bridge
- Checkers
- Chopper Command
- Commando
- Cosmic Commuter
- Crackpots
- Decathlon (The Activision Decathlon)
- Demon Attack
- Dolphin
- Dragster
- Enduro
- Fishing Derby
- Freeway
- Frostbite
- Grand Prix
- H.E.R.O.
- Ice Hockey
- Kabobber (previously unreleased)
- Kaboom!
- Keystone Kapers
- Laser Blast
- Moonsweeper
- Megamania
- Oink!
- Pitfall!
- Pitfall II: Lost Caverns
- Plaque Attack
- Pressure Cooker
- Private Eye
- River Raid
- River Raid II
- Robot Tank
- Seaquest
- Skiing
- Sky Jinks
- Space Shuttle
- Spider Fighter
- Stampede
- Starmaster
- Tennis
- Thwocker (previously unreleased)

6.8

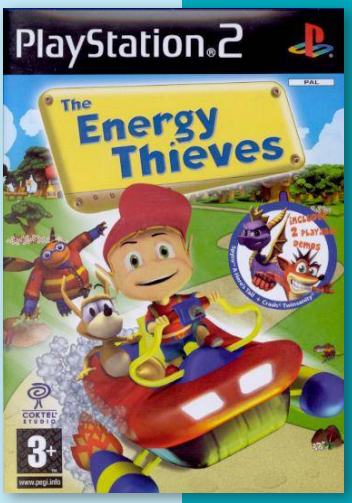
Adiboo and the Energy Thieves



Developer	Coktel Vision
Publisher	Vivendi Universal Games
Release date	(eu) September 24, 2004
Genre	Action
Mode	1-2 Players

In Adiboo & the Energy Thieves, Adiboo and a child have to stop a mysterious robot from devouring the planet's natural resources of water, lava, rocks and water. The game features over 14 levels of game play including platform levels, races and duals. The game also feature a multiplayer mode plus time trial sequences.

"psxdatacenter.com"



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7.4

ADK Tamashii

Developer	SNK Playmore
Publisher	SNK Playmore
Release date	(jp) December 18, 2008
Genre	Compilation
Mode	1-2 Players

ADK Damashii is a compilation of video games. It includes 5 arcade/Neo Geo games which were all developed by ADK and published by SNK Playmore. All 5 are 1:1 arcade ports with only one small enhancement in the form of skill lists/move lists for the characters of the fighting games; nothing else was changed. They are all 2D Games and every game is for 1-2 players. Unlike all the other Japanese versions of Neo Geo game compilations for PS2, it had no online modes.

J

Games include;

Aggressors of Dark Kombat, also known as GanGan. A 1994 one-on-one fighting game featuring eight selectable fighters.

Ninja Master's: Haō Ninpō Chō. A 1996 ninja-themed competitive fighting game.

Ninja Combat. A 1991 side-scrolling action game. The game is notorious for its unbalanced difficulty and odd design and gameplay ideas.

Ninja Commando. A 1994 top down, vertically scrolling run and gun game. The overall gameplay is similar to this of the run-and-gun classic Ikari Warriors, with the players battling their way up the top-down perspective screen.

Twinkle Star Sprites. A 1996 competitive scrolling shooter. The gameplay, which can be characterized as a combination of a fixed shooter and a versus puzzle game, uses combinations of shots, as well as timed power-ups to attempt to damage the opponent. These attacks also serve as counters to the opponent's attack.

Adventure of Tokyo Disney Sea

7.0

Developer	Konami
Publisher	Konami
Release date	(jp) December 20, 2001
Genre	Adventure
Mode	1 Player

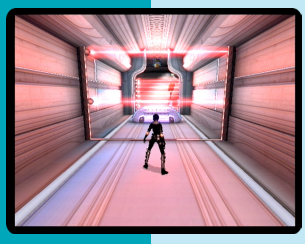
Adventure of Tokyo Disney sea is an action adventure game based on the Tokyo DisneySea theme park that was opened in 2001.

The game lets players experience the actual park, virtually, by exploring seven of the different Disney underwater environments. To make their way through each attraction they must solve puzzles and defeat bosses, some of which will be from certain Disney shows and movies.

J

Aeon Flux

5.4



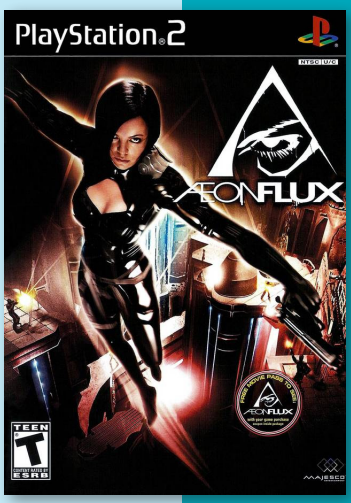
N P

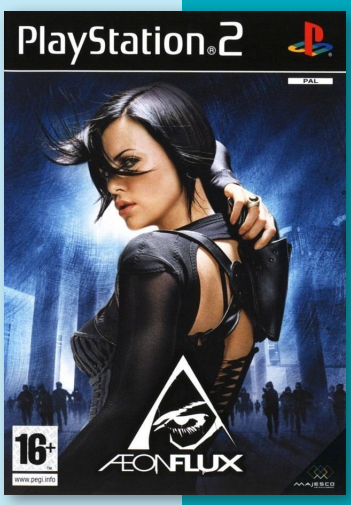
Developer	Terminal Reality
Publisher	Majesco
Release date	(us) November 15, 2005
Genre	Action-adventure
Mode	1 Player

Aeon Flux, also known as Æon Flux, is a 3rd person action game inspired by the 2005 movie of the same name. The game is set in the year 2415, after disease has wiped out the majority of the Earth's population except for one walled and protected city-state, Bregna. The city is ruled by the congress of scientists who discovered the vaccine for the disease. When Æon Flux, the player character and top operative in the underground "Monican" rebellion, is sent on a mission to kill a government leader she uncovers a world of secrets which make her doubt her mission and question everything she thought she knew.

The game's storyline attempts to bridge the gap between the TV series and the film and tries to explain various discrepancies. However, much of the game's visuals and tone skew far more dramatically toward that of the film, supplemented by the fact that the look of Æon in the game is based almost entirely on Charlize Theron's film version, and the character is also voiced by her.

To help add to the box office gross of the film and to sell more games, specially marked copies sold in the US came with a pass to see the Æon Flux film and an attached thank you note from Majesco Entertainment.





Aero Elite: Combat Academy

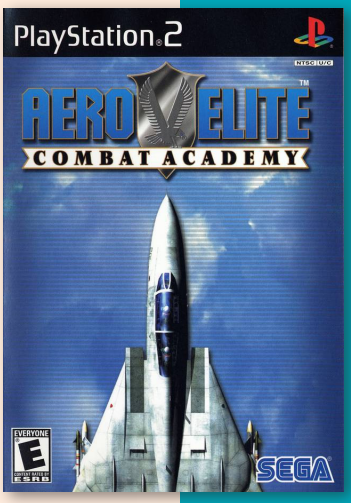
6.4

J N

Developer	Sega AM2
Publisher	Sega
Release date	(jp) March 10, 2003
Genre	Combat flight simulator
Mode	1-2 Players

Aero Elite: Combat Academy is the fourth game in the AeroWing series and is considered a true flight sim game as the planes react as their real world counterparts. There are 60 authentic aircraft to pilot along with helicopters as well. There are 12 different missions areas that are used and features the new "Scramble Mode" where the player is instructed to intercept a random intruder and identify and land or attack if instructed.

"mobygames.com"



Aerobics Revolution

7.3

Developer	Konami
Publisher	Konami
Release date	(jp) March 13, 2003
Genre	Sports
Mode	1 Player

In Aerobics Revolution, similar to Dance Dance Revolution, players does Aerobics instead of dancing, using the Dance Dance Revolution dancing mat controller. Players can also keep track of the amount calories they spent and their diet supplement with this game, as well as setting up their own exercise schedule.

"psxdatacenter.com"

J

Agassi Tennis Generation

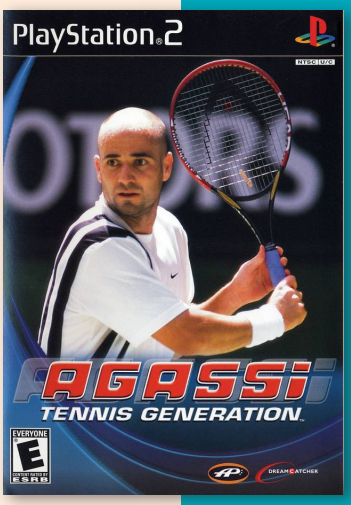
5.3

N P

Developer	Aqua Pacific
Publisher	DreamCatcher Interactive
Release date	(us) August 25, 2003
Genre	Sports
Mode	1-4 Players

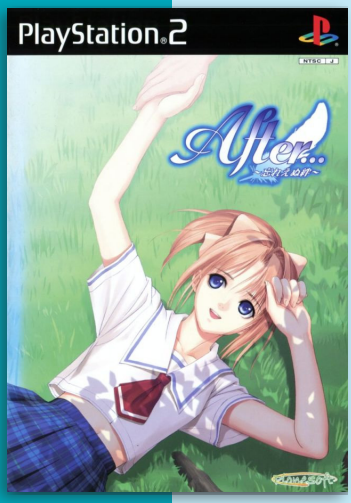
Agassi Tennis Generation is a tennis sports game featuring former tennis player Andre Agassi. The game features 16 tournaments and 12 courts. It has various court surfaces and three game modes: Quick Match, Arcade and Championship. There are 32 tennis players with varying abilities in speed, strength, and stamina.

The game received mixed reviews from critics.

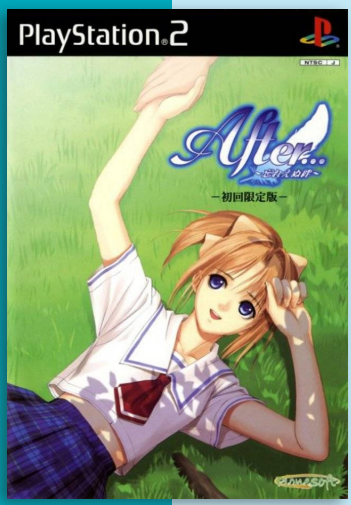


After... Wasureemu Kizuna

4.8



Limited Edition



Developer	Pione Soft
Publisher	Pione Soft
Release date	(jp) February 26, 2004
Genre	Visual novel
Mode	1 Player

After... is an adult Japanese visual novel originally developed by Ciel and released on PC in 2003. Subsequent enhanced ports to the Dreamcast and to the PlayStation 2 as After... ~Wasureemu Kizuna~ were released. Both ports feature their own exclusive characters and new scenarios.

The gameplay requires little interaction from the player as most of the duration of the game is spent on simply reading the text that will appear on the screen. Every so often, players will come to a "decision point" where they is given the chance to choose from options that are displayed on the screen, typically two to three at a time. Depending on which choice the player makes.

The story in this game consists of two main parts. First part focusing on school days and a group of students who set out on a hiking trip in Japanese Alps. However, the protagonist of the story, Yuuichi Takawashi, dies in an accident during mountain climbing. But because of the reincarnation process of the soul, Yuuichi's memories are played. Second part start with Yuuichi waking up in a hospital. But not is his own body, but rather in that of whomever the player made heroine in the first part of the story.

"mobygames.com"

J

Age of Empires II: The Age of Kings

6.6

Developer	Ensemble Studios
Publisher	Konami
Release date	(jp) February 14, 2002
Genre	Real-time strategy
Mode	1 Player

The Age of Kings is set in the Middle Ages and contains thirteen playable civilizations. Players aim to gather resources, which they use to build towns, create armies, and defeat their enemies. There are five historically based campaigns, which constrict the player to specialized and story-backed conditions.

J P

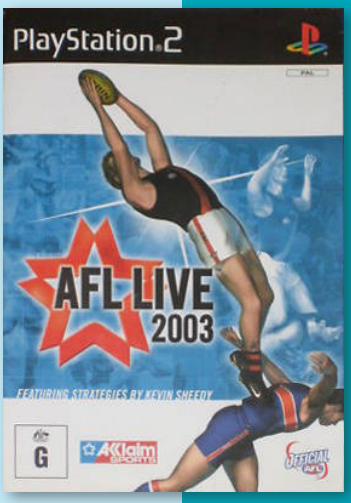
4.6

AFL Live 2003

Developer	IR Gurus
Publisher	Acclaim
Release date	(au) September 5, 2002
Genre	Sports
Mode	1-2 Players

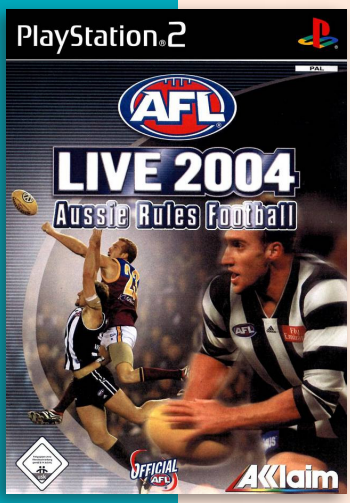
AFL Live 2003 are part of the AFL video game series of Australian rules football based on the AFL. Released originally by Beam Software, it has since been developed by several other game developers.

AFL Live 2003 is based on the 2002 AFL season with team rosters. It was the first game in the series to feature a live action intro of AFL games in the 2003 season with the song Lost Control by Grinspoon as the intro song.



AFL Live 2004

6.5



Developer	IR Gurus
Publisher	Acclaim
Release date	(au) September 2003
Genre	Sports
Mode	1-2 Players

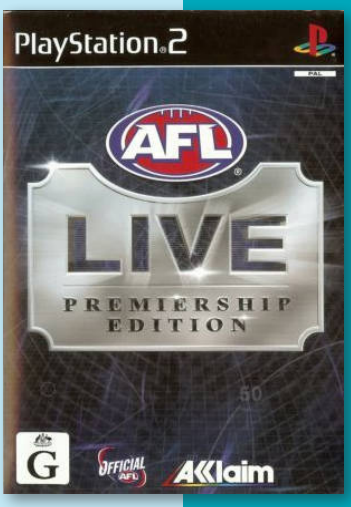
The game is based on the 2003 AFL season with team rosters based on that year. AFL Live 2003 includes all 16 official AFL teams and 8 stadiums which were, MCG, Telstra Dome, Optus Oval, Kardinia Park, AAMI Stadium, Subiaco Oval, Gabba, SCG. It also included all 22 home and away matches and the finals series. It was developed by IR Gurus and published by Acclaim Entertainment.

AFL Live Premiership Edition

6.5

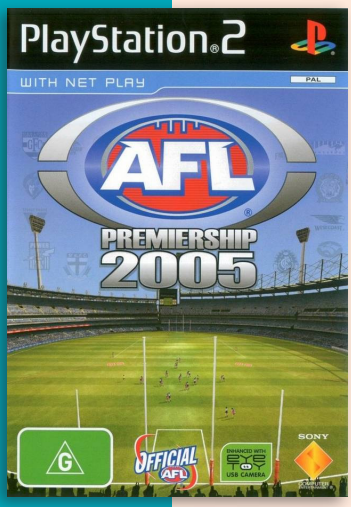
Developer	IR Gurus
Publisher	Acclaim
Release date	(au) 2004
Genre	Sports
Mode	1-2 Players

The game is based on the 2004 AFL season with team rosters based on that year. It was developed by IR Gurus and was the final AFL game to be published by Acclaim Entertainment, before their bankruptcy on 1 September 2004.



AFL Premiership 2005:
The Official Game of the AFL Premiership

5.7



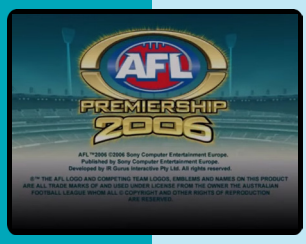
Developer	IR Gurus
Publisher	SCE Australia
Release date	(au) September 22, 2005
Genre	Sports
Mode	1-2 Players

It is based on the 2005 AFL season and was released only for the PlayStation 2. This is the next edition after AFL Premiership Edition. When Acclaim shut down its operations in Australia, Sony Computer Entertainment got publishing and distributing rights to the game. It was released on 22 September 2005 and is only available in Australia.

P

AFL Premiership 2006

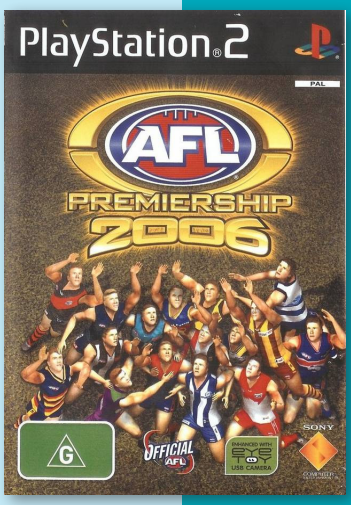
6.8



P

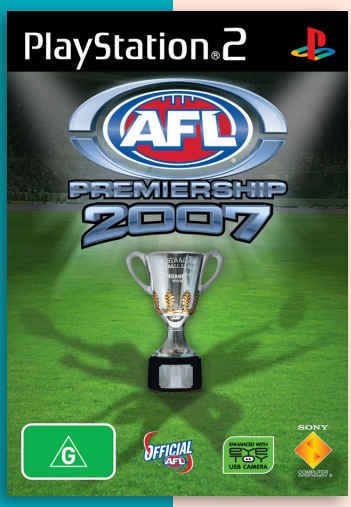
Developer	IR Gurus
Publisher	SCE Australia
Release date	(au) July 20, 2006
Genre	Sports
Mode	1-2 Players

It is the tenth game in the AFL game series. It is based on the 2006 AFL season and was released only for the PlayStation 2. The game, unlike its predecessor, was less criticized by game reviewers. Its main features included the addition of training mode, revamped career mode as well as more attention paid to gameplay, rather than graphics, with the whole gameplay system being started from scratch.



AFL Premiership 2007

6.8



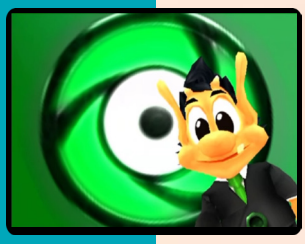
Developer	IR Gurus
Publisher	SCE Australia
Release date	(au) June 28, 2007
Genre	Sports
Mode	1-2 Players

The game marks the final AFL game to be developed by Australian games company IR Gurus and was published by Sony Computer Entertainment, IR Gurus seventh collaboration in the series. The game includes all 16 teams, more than 600 AFL players with updated stats and all of the major stadium. Game modes in AFL Premiership 2007 are Single Match, Season Mode, Career Mode, Mission Mode and Training Mode.

P

Agent Hugo

2.5



Developer	ITE Media
Publisher	ITE Media
Release date	(eu) October 2005
Genre	Action-platformer
Mode	1-2 Players

Agent Hugo is the first in a series of 3D action games by ITE Media that was a reboot of the Hugo franchise.

The game is played as a platformer with racing elements. Agent Hugo can use the R.I.S.K. Aquapolis boat with heat-seeking missiles and nitro acceleration. On land, he has to either attack or sneak past enemies, with several disguises to stay undetected.

"mobygames.com"

Agent Hugo: Hula Holiday

5.8

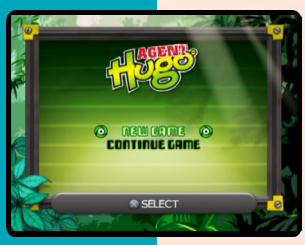
Developer	Attractive Games
Publisher	NDS Software
Release date	(eu) December 9, 2008
Genre	Action-platformer
Mode	1 Player

Agent Hugo: Hula Holiday is a 3D platform game played from a behind view perspective. While on vacation Agent Hugo notices that a big fly with his robotic trash cans is transforming a nearby island into a dump, in order to feed his fly army.

Gameplay includes platforming and defeating trash cans. Killing enemies can be done with a tail sweep. A tail sweep can also be used to activate screw switches for doors.

Agent Hugo: Lemoon Twist

3.9



Developer	Coyote Console
Publisher	ITE Media
Release date	(eu) November 5, 2007
Genre	Action-platformer
Mode	1 Player

Agent Hugo: Lemoon Twist is a 3D platform game played from a behind view perspective. Agent Hugo is brought in to stop Dr. Hypno.

Gameplay includes platforming and defeating (or evading) Dr. Hypno's hypnotized minions using your tail. Various items can be collected. Hugo can also use his speed boots, power boots, rolling ball and helicopter suit at specific points in a level.

"mobygames.com"

Agent Hugo: Roborumble

2.3

Developer	ITE Media
Publisher	ITE Media
Release date	(eu) October 6, 2006
Genre	Action-platformer
Mode	1 Player

Agent Hugo: RoboRumble is a fast paced racing game with platform elements.

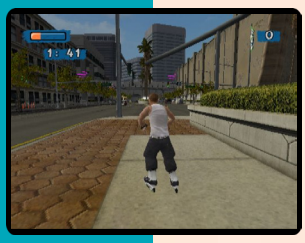
In this game, Hugo has a companion - TEX 2000 - an intelligent hoverboard. The player controls Hugo standing on the hoverboard and has to help him complete three main game plays in a total of nine levels.

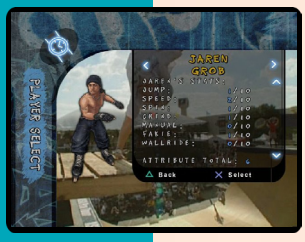
"mobygames.com"

P

Aggressive Inline

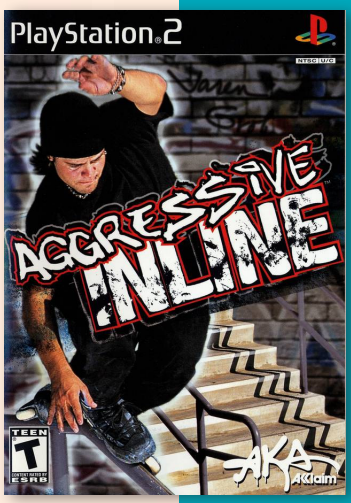
8.5

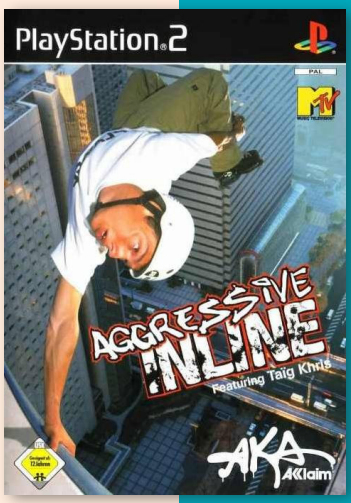




N P

Developer	Z-Axis, Ltd.
Publisher	Acclaim
Release date	(us) May 28, 2002
Genre	Sports
Mode	1-2 Players





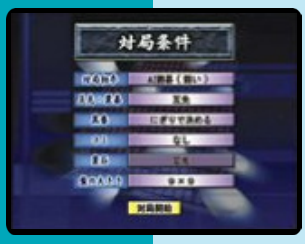
Aggressive Inline is a skating game featuring professional inline skaters, including Chris Edwards, Eito Yasutoko, Franky Morales, Jaren Grob and Taïg Khris.

The gameplay focuses on completing goals given by talking to characters within each level. While some goals involve gaining a certain amount of points in a specific time, many of the goals involve doing tricks on and off of pieces of the environment. Another innovative feature focused on a player leveling system where the player would perform better in different areas of skating skill by practicing them repeatedly.

The game received praise for its wide and interactive environments, comfortable control scheme, and innovative gameplay. At the time, it was considered to be a breakthrough competitor to the Tony Hawk's Pro Skater series, even being the first to include some elements that would later become standard in the Tony Hawk games, most notably not confining players to rigidly timed play sessions. In addition, the ability to transition from one trick to another seamlessly without having to do any actions in between made for a more streamlined combo system than the Tony Hawk series and most other action sports titles at the time.

AI Igo 2003

7.5



J

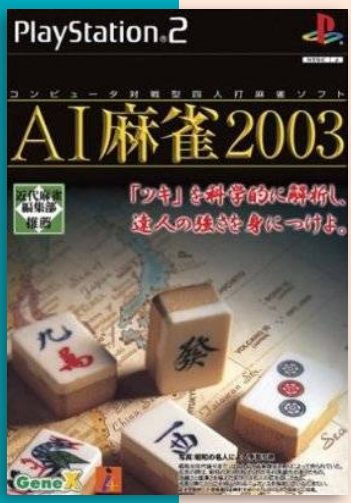
Developer GeneX
Publisher GeneX
Release date (jp) April 24, 2003
Genre Board
Mode 1-2 Players

One of the first PlayStation 2 games announced, AI Igo 2003 was delayed several times and went through several title changes pertaining to its year (first it was known as AI Igo 2001 and then AI Igo 2002 before finally being released as 2003). Titles aside, Igo 2003 is a classic Japanese board game that's heavy on strategy and boasts several moods and personalities for the player's advanced CPU-controlled opponents.

"ign.com"

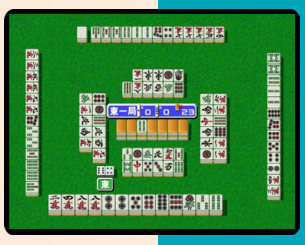
AI Mahjong 2003

7.6



Developer GeneX
Publisher GeneX
Release date (jp) April 24, 2003
Genre Board
Mode 1 Player

Also one of the first PlayStation 2 games announced from I4, AI Mahjong 2003 also ended up getting delayed several times before going through several title changes (first it was known as AI Mahjong 2001 and then AI Mahjong 2002). Titles aside, Mahjong 2003 is a classic Japanese board game that's heavy on strategy and boasts 19 different levels of difficulty and more than a dozen game modes. It was released only in Japan.



J

AI Shogi 2003

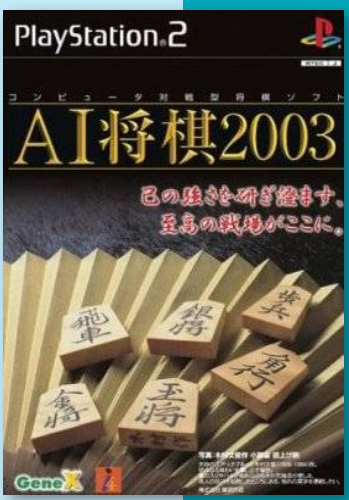
6.0

J

Developer GeneX
Publisher GeneX
Release date (jp) April 24, 2003
Genre Board
Mode 1-2 Players

The third early PS2 board game by GeneX was also delayed several times before going through several title changes (first it was known as AI Shogi 2001 and then AI Shogi 2002). The game is a classic Japanese board game that's heavy on strategy and boasts several playable game modes. It was also released only in Japan.

"ign.com"



Ai Yori Aoshi

7.2

Developer	Kid
Publisher	Kid, Success
Release date	(jp) March 20, 2003
Genre	Visual novel
Mode	1 Player

Ai yori Aoshi is a visual novel with two separate story segments based on TV anime with the same name. The game also comes with several different 3rd-person mini-games such as fishing or skating. The player is cast in the role of Kaoru Hanabishi, the same protagonist in the original anime.

J

"mobygames.com"

Aikagi

7.4

J

Developer	NEC Interchannel
Publisher	NEC Interchannel
Release date	(jp) September 25, 2003
Genre	Visual novel
Mode	1 Player

Aikagi: Nukumori to Hidamari no Naka de is a romantic visual novel adventure game. This is a console port of an adult visual novel for PC known as Aikagi: Hidamari to Kanojo no Heyagi which strips all the adult content, mainly adult CG events, but adds new story elements.

"mobygames.com"

Air

7.3

Developer	NEC Interchannel
Publisher	NEC Interchannel, Interchannel
Release date	(jp) August 8, 2002
Genre	Visual novel
Mode	1 Player

Air for Dreamcast and PlayStation 2 is a console port of an adult visual novel with the same name that was first released as a PC title. This port, however, reduces adult rating and removed all the sexual content, but in turn adjusts the story to those removals and adds new graphics and scenes. Additionally, it includes full voice-acting for NPCs.

J

"mobygames.com"

Air Raid 3

5.6

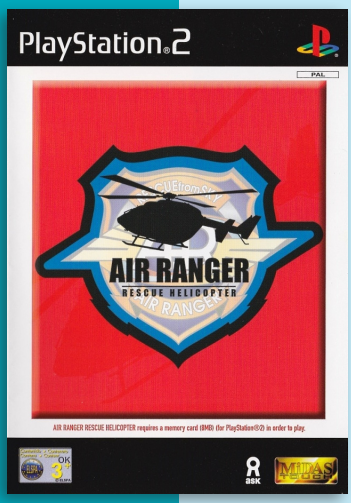
Developer Phoenix Games
Publisher Phoenix Games
Release date (au) February 23, 2007
Genre Shooter
Mode 1 Player

Air Raid 3 lets players become a jet fighter pilot with numerous missions all over the world. The gameplay is similar to the Ace Combat games as it is primarily focused around dogfighting versus a range of other aircraft in the sky and achieving mission based objectives such as blowing up a certain building of defeating a number of enemy aircraft.

"mobygames.com"

Air Ranger: Rescue Helicopter

7.0



Developer Garden
Publisher ASK, (eu) Midas Interactive Entertainment
Release date (jp) March 29, 2001
Genre Simulation
Mode 1 Player

Air Ranger: Rescue Helicopter is a helicopter simulator. In the game the player must take the role of a Rescue Helicopter pilot, and complete missions involving accidents such as car crashes or fires.

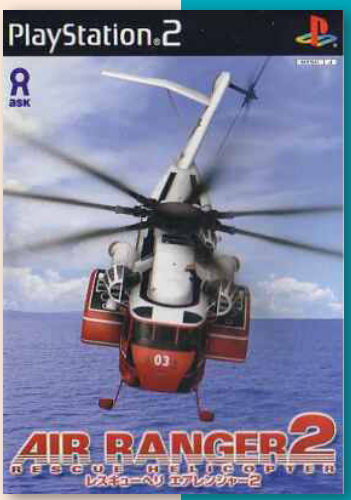
There are three helicopters to fly in this game, the MBB/Kawasaki BK-117-B, the Boeing CH-47J "Chinook ", and the Hughes/Kawasaki OH-6D.

Air Ranger 2: Rescue Helicopter

7.6

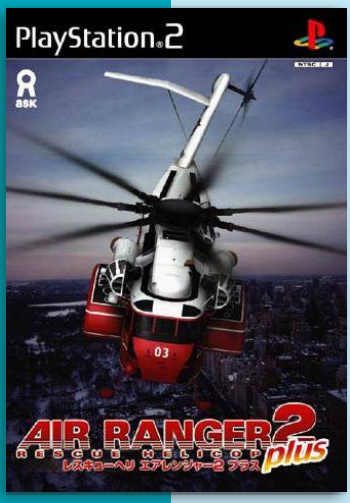
Developer ASK
Publisher ASK
Release date (jp) March 28, 2002
Genre Simulation
Mode 1 Player

Air Ranger 2: Rescue Helicopter is a sequel to Air Ranger. The game allows the player to pilot rescue and law enforcement helicopters. All the helicopters from the previous game are available with a few extra helicopters such as the Eurocopter AS365 Dauphin and Sikorsky H-53.



Air Ranger 2 Plus: Rescue Helicopter

7.3



Developer	ASK
Publisher	ASK
Release date	(jp) October 30, 2003
Genre	Simulation
Mode	1 Player

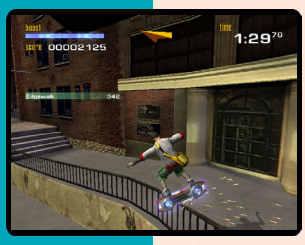
Air Ranger 2 Plus: Rescue Helicopter was supposedly set to be released in North America and Europe as Choplifter: Crisis Shield, but it never made it out, although several video game magazines reviewed it.

The missions are quite varied, from saving civilians from an incoming tornado, dealing with a flood, to a bomb scare on a bus.

J

AirBlade

7.0

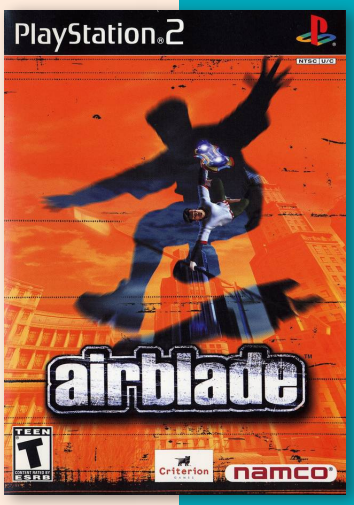


N P

Developer	Criterion Games
Publisher	SCEE, (us) Namco
Release date	(eu) November 9, 2001
Genre	Sports
Mode	1-8 Players

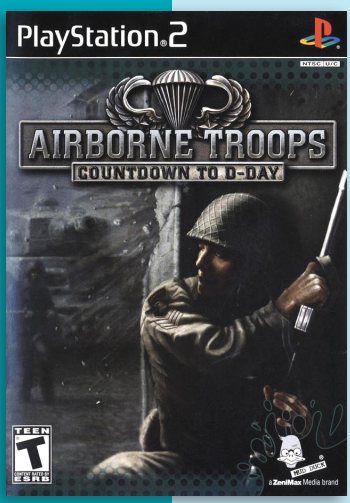
AirBlade is an extreme sports game and a spiritual successor to the Dreamcast game TrickStyle.

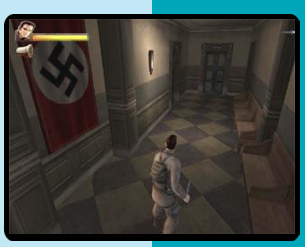
The gameplay is very similar to the early Tony Hawk's videogames; Players have a limited time to complete all the challenges in a level, with small amounts of extra time awarded for each success. There is also an emphasis on tricks and combos, which fill up a Boost gauge allowing players to move faster and jump higher.



Airborne Troops: Countdown to D-Day

3.9





Developer	WideScreen Games
Publisher	Mud Duck Productions, (eu) Playlogic
Release date	(us) January 7, 2005
Genre	Third-Person shooter
Mode	1 Player

Players take the role of John Welsh, a member of the American paratroopers. Two days before operation Overlord, he is sent in Normandy to secure Murat.

The game is a 3D real-time shooting game, in which players will always have to choose between action and infiltration to complete their missions.

"mobygames.com"

N P

AirForce Delta Strike

6.6

J N P

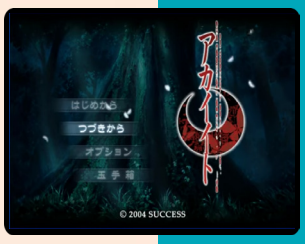
Developer	KCE Studios
Publisher	Konami
Release date	(us) February 3, 2004
Genre	Simulation, Action
Mode	1 Player

Airforce Delta Strike, known as Airforce Delta: Blue Wing Knights in Japan and Deadly Skies III in Europe, is the third installment in the Konami Airforce Delta series. It plays very similarly to the previous Airforce Delta games.

AFDS features a large selection of planes to choose from and a series of missions to play through. However, unlike the previous installments, AFDS features an all new cast of anime-style characters.

Akai Ito

8.4



J

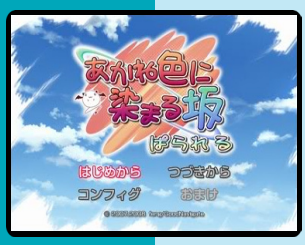
Developer	Success
Publisher	Success, Hamster
Release date	(jp) October 21, 2004
Genre	Visual novel
Mode	1 Player

In this interactive manga-themed novel the player is cast as the female character Kei Hatou who is hunted by goblins because of her blood. The story branches into alternate paths determined by dialogue selections. This leads to 30 different endings. During the game the player can review a scenario map with the progress and the different paths.

"mobygames.com"

Akane Iro ni Somaru Saka: Parallel

6.5



J

Developer	Feng
Publisher	GN Software
Release date	(jp) August 14, 2008
Genre	Visual novel
Mode	1 Player

The game is a port of a Windows game released without the adult content. The gameplay in Akaneiro ni Somaru Saka follows a plot line which offers pre-determined scenarios with courses of interaction, and focuses on the appeal of the six female main characters. There are seven main plot lines that the player will have the chance to experience, one for each of the heroines.

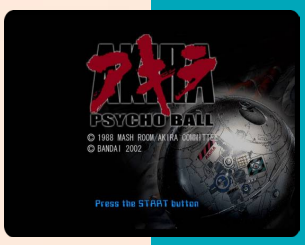
Akira Psycho Ball

3.9

Developer	Kaze
Publisher	Bandai, (eu) Atari
Release date	(jp) February 21, 2002
Genre	Pinball
Mode	1-2 Players

Akira Psycho Ball is a digital pinball game based on the popular Akira series created by Katsuhiro Otomo. It features the original storyline and the animated film adaptation's theme song.

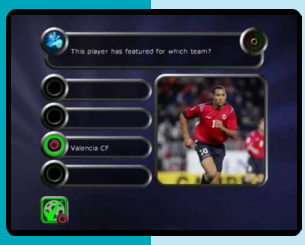
The pinball is made of four stages inspired by the movie: Neo Tokyo battlefield, the "A-room", the "Olympic Stadium" and the "Laboratory" transformation.



J P

Alan Hansen's Sports Challenge

5.6



P

Developer	The Code Monkeys
Publisher	Oxygen Interactive
Release date	(eu) October 26, 2007
Genre	Trivia
Mode	1-8 Players

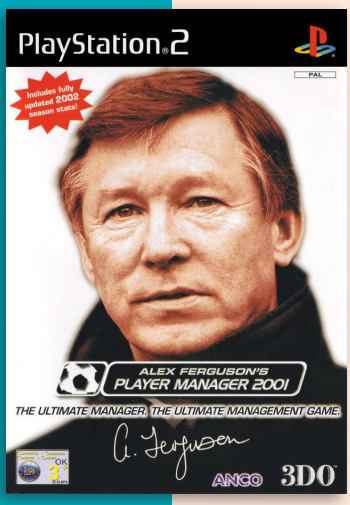
Alan Hansen's Sports Challenge is a sports based quiz video game for Wii, PlayStation 2 and Windows.

It is based on former Liverpool and Scotland footballer Alan Hansen. Alan Hansen's Sports Challenge also features a deep sea fishing minigame, because Hansen earned third place in an Icelandic Deep Sea fishing competition.

"strategywiki.org"

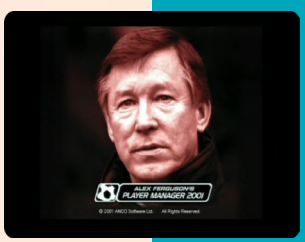
Alex Ferguson's Player Manager 2001

5.7



Developer	Anco
Publisher	3DO, Ubisoft
Release date	(uk) September 21, 2001
Genre	Sports, Simulation
Mode	1 Player

In this tactical football management game, also released in France as Guy Roux Manager 2002, adn Germany as DSF Fussball Manager 2002, players become the manager of a team in the English, French or Belgian league, with different subdivisions, starting in 2001. Players have to setting strategies, planning training sessions, keeping an eye on their players, attracting new talent, etc.



P

Akudaikan

7.0

J

Developer	Global A
Publisher	Global A
Release date	(jp) August 8, 2002
Genre	Action, Strategy
Mode	1 Player

Played in a humorous light, Akudaikan features real Japanese actors, comical scenarios, a few ridiculous moments and wacky mini-games.

Players have to keep a stranglehold on their corrupt office by accepting bribes and using those bribes to hire henchmen, pay for protection and buy traps to snare valiant heroes.

"psxdatacenter.com"

Akudaikan 2: Mousouden

7.5

Developer	Global A
Publisher	Global A
Release date	(jp) July 31, 2003
Genre	Action, Strategy
Mode	1 Player

J

Much like the original game, Akudaikan 2 features a corrupted magistrate in old-time Japan as the main character.

Unlike in the original, items can now be equipped on the magistrate, and traps can be removed after they have been placed. There will be also more heroes in the sequel, including historical figures such as Commodore Perry and the legendary swordsman Musashi Miyamoto.

Akudaikan 3

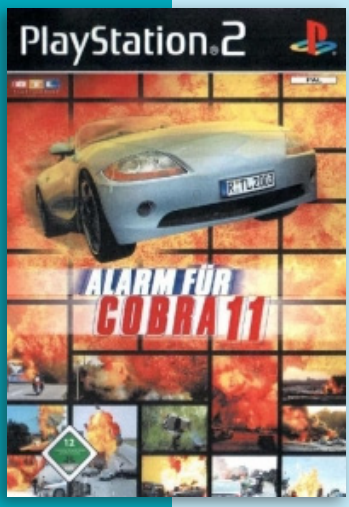
6.5

J

Developer	Global A
Publisher	Global A
Release date	(jp) March 1, 2007
Genre	Action, Strategy
Mode	1 Player

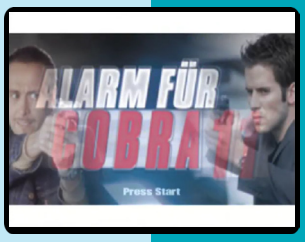
Akudaikan 3 ("Evil Magistrate") is the third game in the series of strategy sim games that play like Dungeon Keeper mixed with ninjas, evil politicians and devious traps in medieval Japan.

Alarm for Cobra 11



Developer Davilex
Publisher RTL Playtainment
Release date (eu) November 25, 2003
Genre Racing
Mode 1-2 Players

Alarm für Cobra 11 is a licensed game about the eponymous German action TV series. The game is a repackaged, re-skinned and slightly altered version of the racing game originally released as London Racer World Challenge.



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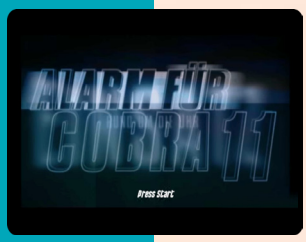
7.0

Alarm for Cobra 11: Hot Pursuit



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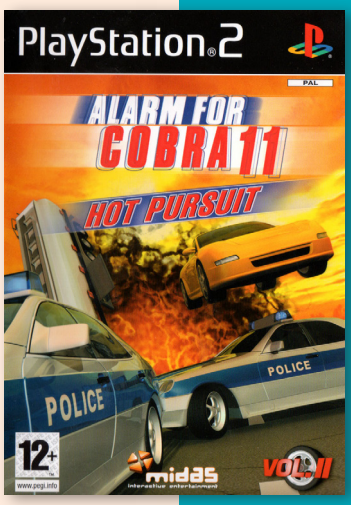
Developer Davilex
Publisher Midas Interactive, (de) RTL Playtainment
Release date (eu) June 10, 2005
Genre Racing
Mode 1-2 Players

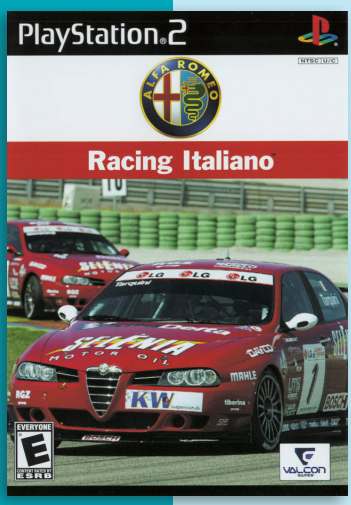
Alarm für Cobra 11 - Vol. II is basically the same game as its predecessor: the player uses one of 25 cars, drives on the highway and causes explosions.

Players solves one mission after another the goal is mostly to chase other drivers down. In the process they unlocks special cars and a Making Of about the pilot movie.



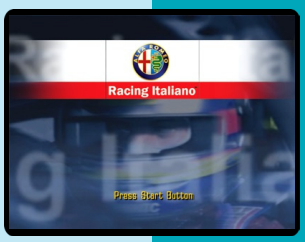
Alfa Romeo Racing Italiano

4.3



Developer Milestone S.r.l
Publisher Black Bean Games, (us) Valcon Games, SCEA
Release date (us) March 16, 2006
Genre Racing
Mode 1-2 Players

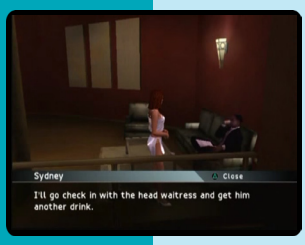
Alfa Romeo Racing Italiano, known in Europe as SCAR - Squadra Corse Alfa Romeo (literally SCAR - Alfa Romeo Racing Team), is similar to the Gran Turismo series except for the role-playing game elements. The game was lauded for having artificial intelligence superior to Gran Turismo 4. When compared to Gran Turismo 4, Alfa Romeo Racing Italiano has far fewer cars and tracks.

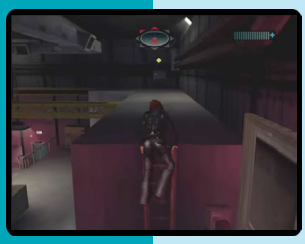


N P

Alias

6.4





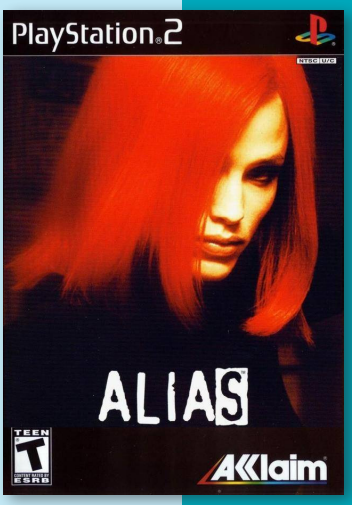
N P

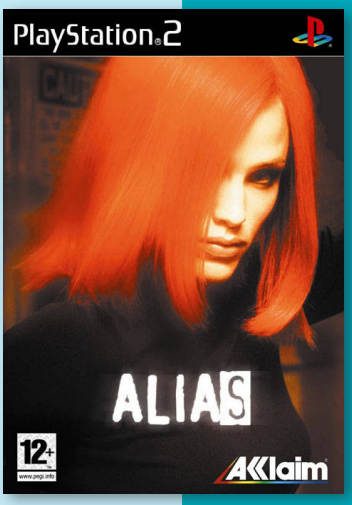
Developer	Acclaim Studios Cheltenham
Publisher	Acclaim
Release date	(us) April 5, 2004
Genre	Action-adventure
Mode	1 Player

Alias is a 3D third-person stealth/action game developed by Acclaim Studios Cheltenham (being the last game developed by them before their closure). It is based on the television series Alias. The plot was written by Breen Frazier and the game features the voices of the cast principals. The score was composed by Michael Giacchino, and adapted by Chris Tilton.

Alias lets players take on the role of Sydney Bristow, a stealth operative working for the CIA. The game, set between episodes 19 and 20 of season 2, sets the player against two of Bristow's enemies from the original series in a plot which takes her from Saudi Arabia to Rio de Janeiro as she aims to find out about a mysterious device known only as "The Machine".

Players can use a stealth or action approach to get through the levels. With stealth Bristow needs to hug walls and use the correct timing to approach enemies from behind and knock them out. To accomplish this she has a few gadgets to her disposal, e.g. thermal vision or mini cameras. For the more direct method she uses guns found on neutralised enemies or melee combat. There are also basic puzzles to solve, e.g. opening doors or a hacking mini game.





Aliens in the Attic

2.6

Developer	Revistronic
Publisher	Playlogic
Release date	(us) August 4, 2009
Genre	Action-adventure
Mode	1 Player

Aliens in the Attic is an action-adventure platform game based on a 2009 American family science fiction comedy film. The game features the same storyline of the film.

Players take the role of the Zirkonians who have to prepare the Earth for invasion. Players go through 15 different levels through areas such as the roof, attic, vents, living room, garden, and basement.

N P

Alien Hominid

7.8

Developer	The Behemoth
Publisher	O3 Entertainment, (eu) Zoo Digital Publishing
Release date	(us) November 21, 2004
Genre	Shoot'em up
Mode	1-2 Players

Alien Hominid is a side-scrolling shooter in a similar vein to games like Metal Slug, where one hit instantly kills, and can be played simultaneously with one or two players. Players play as the titular hominid who has to fend off waves of secret agents. His main arsenal is a blaster, while players can also melee close-up enemies and use a limited number of grenades. Advanced moves include rolling under shots, jumping on and biting off enemies' heads, temporarily scaring other enemies, and digging underground and dragging enemies down with them.

Alien Hominid began as a flash game developed by programmer Tom Fulp and animator Dan Paladin, which was released on Newgrounds in August 2002. It is often referred to as the Alien Hominid "prototype" by The Behemoth. Inspired by side-scrolling shooter games such as Metal Slug, the flash game features a little yellow alien who has crash landed on Earth and must fight through countless corrupt, bloodthirsty FBI agents striving to capture him. The game consisted of one level containing two bosses, who would later reappear in the retail version. It became very popular among the online gaming set and has currently been played over 20 million times. Later in the year, then-co-worker John Baez approached Paladin as a fan of Alien Hominid. He suggested that Paladin and Fulp make a console version of the game, even offering to produce the game. Paladin and Fulp agreed, forming The Behemoth.

In the course of two years, Alien Hominid became a much larger project than its online prototype. While 3D graphics were considered initially, The Behemoth decided nothing compared to the traditional 2D stylings of the prototype. The art of Paladin, who drew all visual aspects of the game by hand, became much more refined (though still cartoon-like and inviting). The project was entirely re-coded for consoles, and many new gameplay features were created.

6.6

Aliens Versus Predator: Extinction

Developer	Zono Inc.
Publisher	EA Games
Release date	(us) July 30, 2003
Genre	Real-time strategy
Mode	1 Player

Aliens versus Predator: Extinction is a real-time strategy game in which an Alien hive, a clan of Predators and an elite squad of Colonial Marines fight each other in 21 single-player missions, 7 for each race.

Unlike as in the most other real-time strategy games in Aliens versus Predator: Extinction the player do not have to do any building and base construction. The game is strictly focused on unit management and combat. Each race has a distinct method of obtaining new troops.

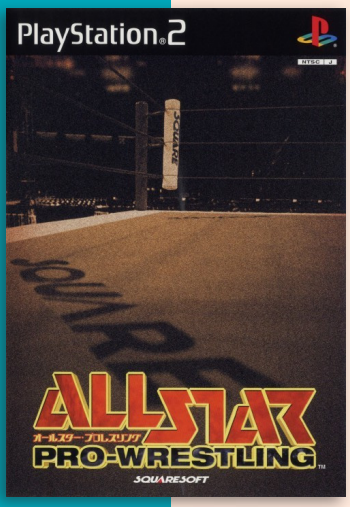
The Colonial Marines gain credits by killing enemies and repairing atmosphere processors, and these credits can be put toward upgrading troop abilities and calling in new units via dropships. There are a diverse number of marine combat units, including pulse rifle-equipped infantry, flamethrower troopers, and smartgunners. The Marines also have three support units, one for healing and a synthetic which can deploy gun turrets and has a motion detector for picking up offscreen movement, the third unit, the commtech is the basic support unit, whose job it is to call for extra troops and repair atmosphere processors.

The Predators have a straightforward resource model that's effectively based on honor. As the player kill enemies, he can rip the skulls from their corpses in honor of the hunt. The more honor the player has, the more Predators will want to join the clan. They can be called in at any time. The Predator units are all combat-oriented, able to use a number of special abilities including cloaking and self-healing at the cost of slowly regenerating energy points. The Predator's Base Unit is a mechanical, slow moving Shrine equipped with multiple extremely weak lasers. Bringing predator units near the shrine greatly increases the rate of energy regeneration.

The Aliens' method of building revolves around a Queen, which can deliver attacks and also remains in the hive to lay eggs. The eggs hatch into facehuggers who can latch onto other creatures and impregnate them with an egg that will eventually become a fully grown alien. There are two kinds of facehuggers that correspond to two kinds of purebreeds and transbreeds. The purebreeds include the Queen and a couple of other powerful aliens, while the transbreeds are spawned from regular facehuggers, and the kind of Alien the player will get depends on what kind of host was impregnated.

All Star Pro-Wrestling

6.6



Developer	SquareSoft
Publisher	SquareSoft
Release date	(jp) June 8, 2000
Genre	Sports
Mode	1-2 Players

All Star Pro-Wrestling is a 3D Japanese pro wrestling game with a focus on realism and authenticity, featuring more than two dozen New Japan Pro-Wrestling stars. The game's defining feature is a unique twin-stick control scheme, with the left stick controlling the wrestler's movement, and the right stick executing different types of moves. The game includes a tournament mode, a league mode, a challenge mode, and exhibition matches.

J

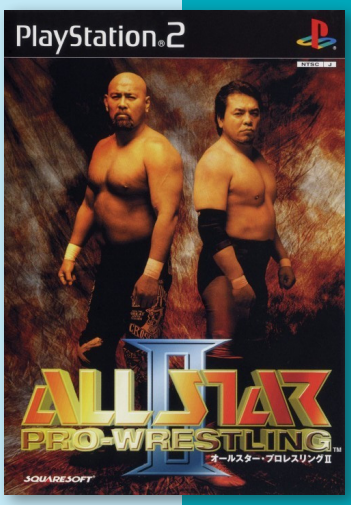
All Star Pro-Wrestling II

7.6

J

Developer	SquareSoft
Publisher	SquareSoft
Release date	(jp) November 22, 2001
Genre	Sports
Mode	1-2 Players

All Star Pro-Wrestling II feature a number of changes. Most importantly, the roster has been expanded significantly, including wrestlers from the Noah and Zero-One promotions alongside NJPW for more than 40 wrestlers in total. The control system has also been reworked, replacing the controversial twin-stick controls of the previous game with a more traditional button-based system.



All Star Pro-Wrestling III

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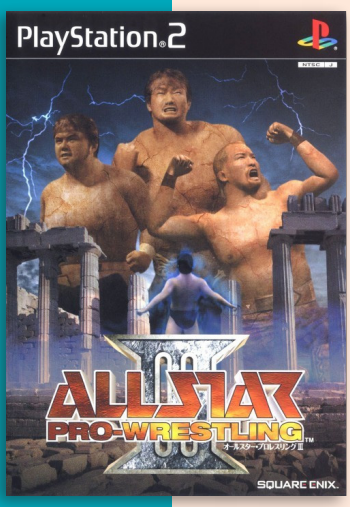
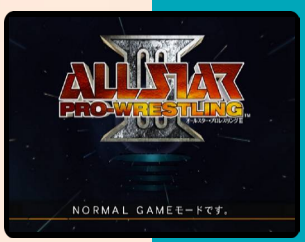


Developer	SquareSoft
Publisher	SquareSoft
Release date	(jp) August 7, 2003
Genre	Sports
Mode	1-2 Players

All Star Pro-Wrestling III is the third and final title in Square's wrestling simulation series, featuring many famous wrestlers from the New Japan Pro Wrestling, Noah, and Zero-One wrestling promotions. There are once again numerous improvements over the previous game, including authentic entrances for each wrestler complete with original theme music, and a create-a-wrestler mode.



J

All-Star Baseball 2002

7.7

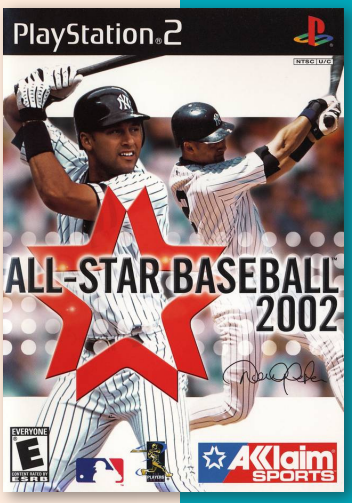
J N P

Developer	Acclaim Studios Austin
Publisher	Acclaim, (jp) Taito Corporation
Release date	(us) March 12, 2001
Genre	Sports
Mode	1-2 Players

All-Star Baseball 2002 has the complete 2001-2002 MLBPA rosters. Players may choose to play as one of the current teams, or they can go back to the past and play as people like Nolan Ryan or Reggie Jackson. They can also create their own player and/or team.

The featured game modes are Quick Play, Exhibition, All-Star Game, Season, Series, Home Run Derby and Batting Practice.

"mobygames.com"



All-Star Baseball 2003

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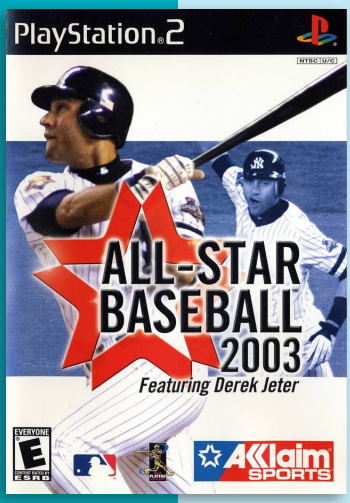
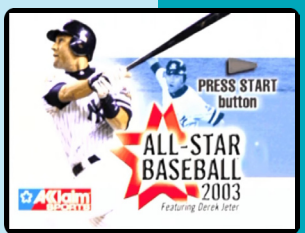


Developer	Acclaim Studios Austin
Publisher	Acclaim
Release date	(us) February 26, 2002
Genre	Sports
Mode	1-2 Players

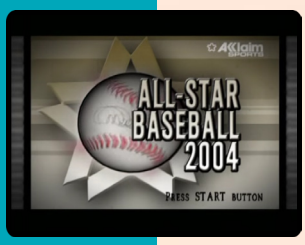
Four-time World Series Champion Derek Jeter headlines the 2003 edition of All-Star Baseball. Every player from the Major League Baseball 2002-2003 season is here, with hundreds of stats, rules and options to modify. Along with the usual season mode, there's also the playoff's to be won, home run competition's, multiplayer options and all-star modes. New is the franchise mode which simulates 20 seasons.



J N P

All-Star Baseball 2004

7.8

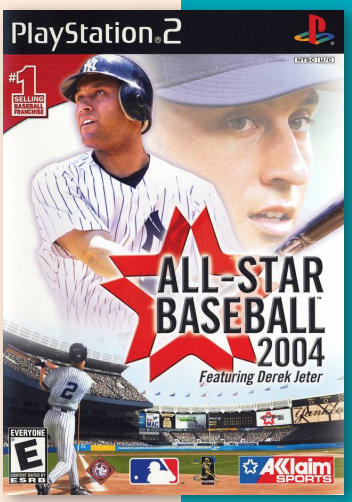


N P

Developer	Acclaim Studios Austin
Publisher	Acclaim
Release date	(jp) March 1, 2003
Genre	Sports
Mode	1-2 Players

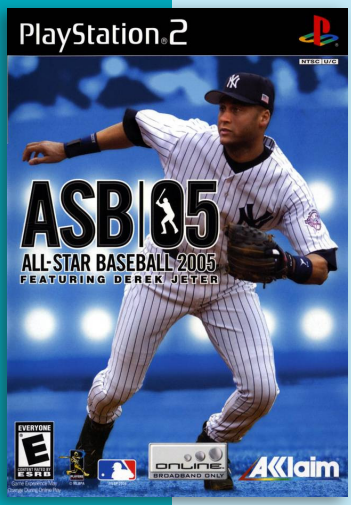
As in earlier versions, all current Major League Baseball teams players are featured, available for play in a number of single-game, season, and playoff modes.

New in this version is the inclusion of over 100 legendary players from seasons past, including Babe Ruth, Lou Gehrig, and Ty Cobb. The game's interface has also been revamped to be more user-friendly.



All-Star Baseball 2005

7.2



Developer	Acclaim
Publisher	Acclaim
Release date	(us) April 8, 2004
Genre	Sports
Mode	1-2 Players

The 2005 update to the All-Star Baseball series includes online features such as head-to-head play and improved online updates to the rosters. Players can now also bat using the analog controller and two new camera angles have been added: the fieldercam and the broadcastcam.

There is special attention to the 2003 MLB season, as players can replay historic moments in the This Week In Baseball challenge.

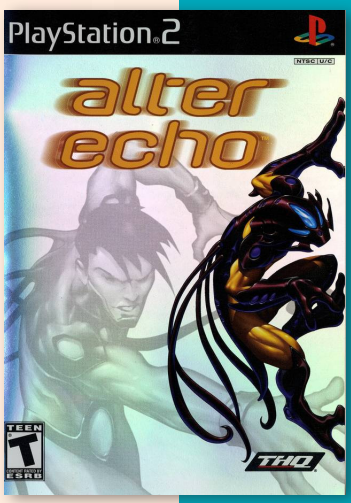
N

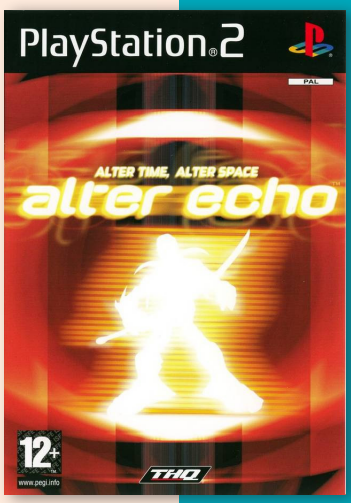
Alter Echo

6.2

N P

Developer	Outrage Games
Publisher	THQ, (us) SCEA
Release date	(us) August 19, 2003
Genre	Action-adventure
Mode	1 Player





Alter Echo tells the story of a futuristic world where psychics, known as shapers, can use a special substance called Plast to form anything from weapons to buildings. The world's greatest shaper, Paavo, has made a breakthrough on a faraway planet, creating a new, more-powerful Plast called EchoPlast. The player, a young shaper named Nevin, is stranded on the planet with his two friends when Paavo shoots their ship down. The EchoPlast, having achieved sentience, gives Nevin a new EchoPlast suit and tasks him with stopping Paavo from wiping out the entire human race.

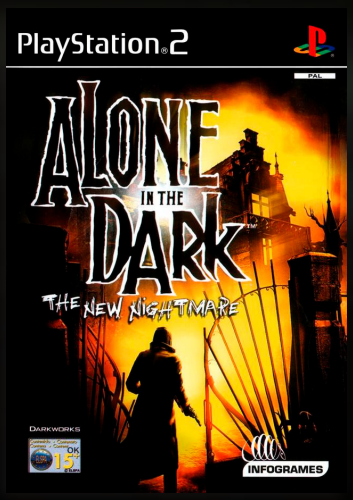
Alter Echo is an action-adventure where the player controls Nevin from a third-person perspective. Battle is primarily focused on melee combat, though there is some emphasis on long-range weapons.

Besides combat, the game features basic switch puzzles and rhythm-based mini games. Most notable is the Time Dilation Mode, which can be activated near enemies - then the mini game begins and, if successful ended, launches an especially powerful attack.

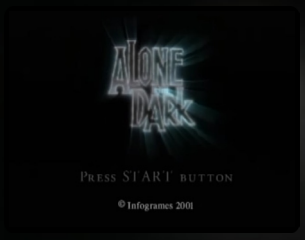
The game received mixed reviews from video game critics.

6.1

Alone in the Dark: The New Nightmare



Developer	Darkworks
Publisher	Infogrames, (jp) Capcom
Release date	(eu) September 28, 2001
Genre	Survival horror
Mode	1 Player



Alone in the Dark: The New Nightmare, alternatively known as Alone in the Dark 4, is the fourth installment and first reboot of the survival horror video game series. The game was released in 2001 on several platforms including Microsoft Windows, PlayStation, Dreamcast, and Game Boy Color. A PlayStation 2 version of the game was also released several months after and only in Europe. *"note: Several PS2 websites lists, list a Japanese version was released (serial nr. SLPM-65085), but it looks like it was just a planned release."*

Set on October 31, 2001. Edward Carnby's best friend and partner, Charles Fiske, has been found dead off the coast of Shadow Island, a mysterious island near the coast of Massachusetts. Carnby's investigation quickly leads him to Frederick Johnson, who informs him of Fiske's search for three ancient tablets with the ability to unlock an incredible and dangerous power. Johnson pleads with Carnby to take the place of Fiske and reopen the investigation in order to recover the tablets. Carnby accepts and makes it his mission to find Fiske's killer. Johnson introduces Edward to Aline Cedrac, an intelligent, young university professor. She joins Edward to recover the missing tablets and assist Professor Obed Morton, who she believes to be her father. While flying over the coast of Shadow Island, Edward and Aline's plane comes under attack by an unknown creature. Edward and Aline both jump out of the plane and parachute to the ground, but are separated immediately. Edward lands in the dense forest just outside a manor, while Aline lands on the roof of said manor. The game's plot is a separate canon from the main of the series.

The player is given the option of choosing which of the two protagonists they play as. Carnby's side of the plot is based mainly on fighting the monsters by physical means, particularly with his trusty double barreled revolver; while Aline's is more centered on puzzles. The two occasionally meet up, and the main areas of plot intersect.

The player soon comes under attack from Creatures of Darkness that appear out of nowhere and seem to be living shadows. These Creatures of Darkness are eventually revealed to be reptilian, silicon-based life forms from the center of the Earth, an enormous world of dark caverns known as the World of Darkness. Shadow Island apparently contains one of the many portals to this underground world. True to their name, the game's enemies are averse to light (which apparently turns them into ash), and this figures heavily in gameplay. Players can use their flashlight to repel certain creatures, and killing them is accomplished with such light-producing ammunition as "magnesium bullets" and "phosphorus shells."

Light plays a significant role in this game. One of the game's main features is the flashlight that can be used to light up the game's darkened scenes, revealing hidden details and uncovering items. To this end, the developers crafted an unusual graphics engine which allowed the 3D player character's flashlight to properly illuminate and cast shadows on the 2D, pre-rendered backdrops. This was accomplished by rendering the backdrops at various levels of illumination and including information on the distribution of objects in the scene. The graphics engine could then properly use brighter versions of the backdrop where the flashlight was expected to be casting light, and leave shadowed areas dark.

For the first time in the series, the game was based on console development and released as a multiplatform title. Darkworks handled the development of the PlayStation and Dreamcast versions, the latter being released one month after the PlayStation version and featuring major graphic improvements instead of being a direct port. Spiral House ported the Dreamcast version to Windows and it was released at the same time of the Dreamcast version, but the Windows version suffers from sound conversion issues which turn the overall soundtrack of the game into noticeable worse quality renditions. Spiral House also ported the Dreamcast version to the PlayStation 2 and released it several months after, with the added improvement of lip synchronization for the polygon models during cutscenes. The game uses the Nocturne Engine, which was originally developed for Nocturne, a 1999 survival horror game.

Outside of Europe, the game was released in North America by Infogrames in the same platforms which was released in Europe except for the PlayStation 2 version, which was only released in Europe. In Japan, the PlayStation and PlayStation 2 versions were planned to be released by Capcom, but these Japanese releases were cancelled. The game was eventually released in Japan for Windows in 2002 by CyberFront, featuring English voices and Japanese subtitles unlike the Japanese versions of the previous Alone in the Dark games which were fully dubbed to Japanese.

As of October 29, 2013, the Windows version was released on Steam.

Alone in the Dark: The New Nightmare was well received. The PlayStation and Dreamcast versions received "generally favorable reviews", while the PC version received "average" reviews, according to the review aggregation website Metacritic.

AllGame gave the PlayStation version three stars out of five, saying, *"This game should have been in development longer and more polished (there are numerous graphical glitches and clipping that occurs). A good game, but it could've been great. As with all survival horror games, play this game in the dark, and only at night. It's vital that you do, and it accents the game."* Edge gave the same console version seven out of ten.

The editors of Computer Games Magazine nominated The New Nightmare as the best adventure game of 2001, but ultimately gave the award to Myst III: Exile.

In 2005 a film adaptation was released called Alone in the Dark loosely based on the fourth installment. It was directed by Uwe Boll and was a box office flop costing $20,000,000, which was not recovered, and poorly received by critics, although it made a profit on the DVD market. Guinness World Records named the film the "Lowest-Grossing Game Based Movie" in the Guinness World Records: Gamer's Edition 2008 edition. An Unrated Director's Cut was released in Germany, France and Australia and was #1 on the German DVD market for three weeks.

4.7

Alone in the Dark

Developer	Hydravision
Publisher	Atari
Release date	(eu) June 20, 2008
Genre	Survival horror
Mode	1 Player

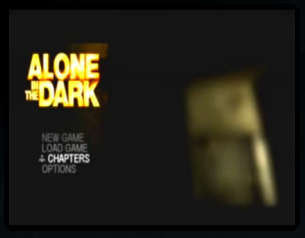
Alone in the Dark is the fifth installment of the survival horror video game series under the same name created by Atari.

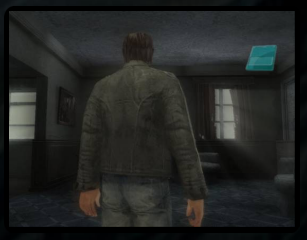
The game is the another reboot after The New Nightmare, the story maintains that this was the same Carnby as the one in the original series. Unlike the Lovecraft-elements from the previous games, the main antagonist is the fallen angel Lucifer, and all of his minions who he is able to control.

The gameplay in Alone in the Dark differs greatly from other games in the series. It is set out through DVD-style “episodes”, where the player can choose to start the game from the beginning, or choose to skip to a section if they get stuck. If they choose to do so, the past events are recollected in a “Previously on Alone in the Dark...” cutscene at the start of the episode.

Alone in the Dark has an interchangeable first and third person camera, and puzzle solving style gameplay. The environment plays a big part of core gameplay, as the player can pick up any object (such as pipes, wood, etc.) and use it as a melee weapon. It can also be used to smash in doors, and knock objects over. Fire is generated in real-time, as objects can be set alight by holding it over the fire, and it can be extinguished. If the fire isn’t extinguished fast enough, the flames will continue to regenerate. The player can pick up objects, and combine to make different styles of weapons, however, only some objects can be combined with others. Any object which is shot at or thrown will be destroyed instantly.

If the player takes damage, open wounds appear on Edward’s outfit. The player must use a medical spray or, if the wounds are too deep, use bandages to heal themselves. If Edward takes too much damage, the screen will flash red, and a heartbeat sound will be heard indicating that he is bleeding out.





A tech demo was released on February 16, 2008 showing the inventory system and how items and environmental objects can be manipulated, as well as how items may be used together. For example, double-sided adhesive tape can be used to attach a glow stick to a wall, creating a source of light. Another example is the player using a knife to puncture a blood pack, then throwing the blood pack creating a blood trail to lure enemies from one spot to another. A second tech demo was released on February 26, 2008 showing the realistic use of fire with various objects in the game.

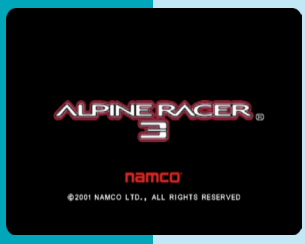
It also shows how objects are affected when shot. The player is seen shooting a table and subsequently one of the tables legs breaks off, and shatters. The player then picks this up, and lights it in a fire for a spontaneous torch. A third tech demo was released on April 18, 2008 displaying the attributes and game play mechanics of fire in the game. A fourth tech demo was released on June 3, 2008 highlighting the enemies and their characteristics including what they look like and how to kill them. The inventory is limited to what it's possible to fit in the jacket. Everything in the environment can be used as a weapon. The game's working title was Alone in the Dark: Near Death Investigation.

After several European websites had given the game average or low ratings, publisher Atari threatened the responsible websites with lawsuits, claiming the reviews could not have been based on the final version since it was not available by the time they were published; Atari themselves had not delivered review versions to them. The publisher suspected the reviewers to have used illegally downloaded versions of the title. However, review website Gamer.nl claimed that it was in fact sent a legitimate copy of the game prior to its release by Atari executives and, after the review was published, "*They explicitly told [Gamer.nl] that they only let high scoring reviews break the post-release embargo date.*" (Gamer.nl still has the offending review posted on the website, despite Atari's wishes.) In addition Atari claimed that reviews were not done as demanded by the official product-review standards at all and should be deleted immediately.

Most other websites defended their reviews and refused to delete their articles. So far it is unclear whether or not Atari would decide to sue these websites. In the meantime other editors of magazines specialized in gaming state that it was possibly provoked to get attention and clicks on their websites, due to the predictability of Atari's reaction.

Alpine Racer 3

7.8



J P

Developer	Namco
Publisher	Namco, (eu) SCEE
Release date	(jp) March 28, 2002
Genre	Sports
Mode	1-2 Players

Alpine Racer 3 is a downhill ski racing game based on the arcade Alpine Racer series. This is the first game in the series made for a console system. The features and game modes are most likely not identical to the Alpine Racer 3 arcade game. A first for the series, it mixed skiing with snowboarding previously featured in the arcade game Alpine Surfer.

"mobygames.com"

Alpine Ski Racing 2007

8.3

Developer	49Games
Publisher	JoWooD Entertainment AG
Release date	(eu) December 4, 2006
Genre	Sports
Mode	1-6 Players

Alpine Ski Racing 2007 is the sequel to both the Ski Racing series and RTL Ski Alpin 2006, but has overall more similarities to the latter. It's a downhill ski racing game.

There are overall 38 different races on 16 different peaks to ski from. Players can create their own athlete or choose one of the few pre-defined, which are modelled after real-life athletes, including Bode Miller and Hermann Maier.

P

Alpine Skiing 2005

6.2

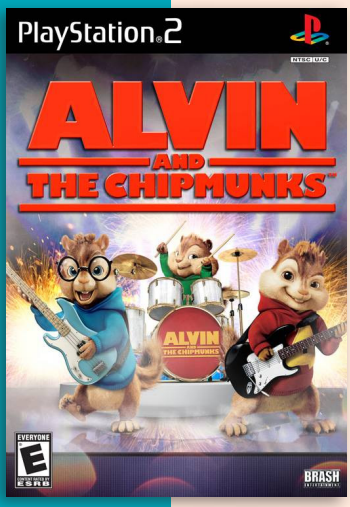
P

Developer	49Games
Publisher	Midas Interactive Entertainment, RTL
Release date	(eu) June 10, 2005
Genre	Sports
Mode	1-12 Players

Alpine Skiing 2005 is a Skiing game by Midas Interactive Entertainment. The game feature four international categories of skiing; Downhill, Slalom, Giant Slalom and Super G events. The game also feature 48 real ski runs down 12 of the world most renowned mountains including Val d'Isere, Lillehammer and Lake Louise.

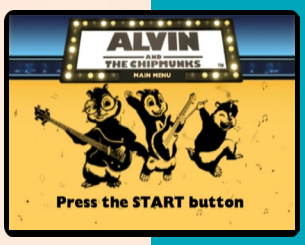
Alvin and the Chipmunks

3.3



Developer	Sensory Sweep
Publisher	Brash Entertainment
Release date	(us) December 4, 2007
Genre	Music
Mode	1-2 Players

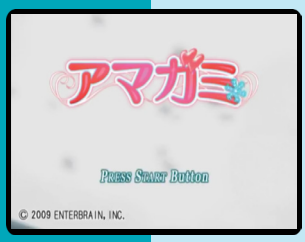
Alvin and the Chipmunks is a game based on the movie with the same name. Alvin, Simon and Theodore must play at different venues to win the right to play at the battle of the bands event called "Rockathonapalooza." The gameplay is similar to Rock Band or Guitar Hero, but without the instruments. Using the controller's buttons, the player must hit the blue, pink, green and yellow Star Targets in sync with the music.

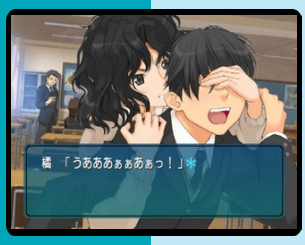


N P

Amagami

8.1





J

Developer	Enterbrain
Publisher	Enterbrain, Kadokawa
Release date	(jp) March 19, 2009
Genre	Dating sim
Mode	1 Player

Amagami is a Japanese dating sim for the PlayStation 2 and the spiritual successor to KimiKiss.

In the game, Junichi Tachibana dislikes Christmas and is wary of love after getting his heart broken on Christmas Eve. However this Christmas, his encounter with one of six girls from his school will finally open up his heart to love again.

The Limited Editions come with a jigsaw puzzle, the puzzle frame and 6 transparent posters.

Amagoushi no Yakata

6.3

Developer	Fog
Publisher	Nippon Ichi Software
Release date	(jp) March 8, 2007
Genre	Visual novel
Mode	1 Player

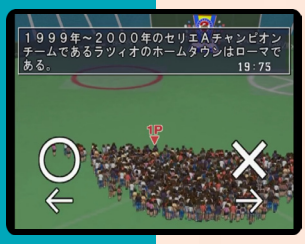
Amagoushi no Yakata: Ichiyanagi Nagomu, Saisho no Junan is a visual novel based on a Japanese mystery novel.

Players take the role of Ichiyanagi Nagomu, a university student, who have to stop murders before they happen, and look for the real culprit.

J

America Oudan Ultra-Quiz

7.0



J

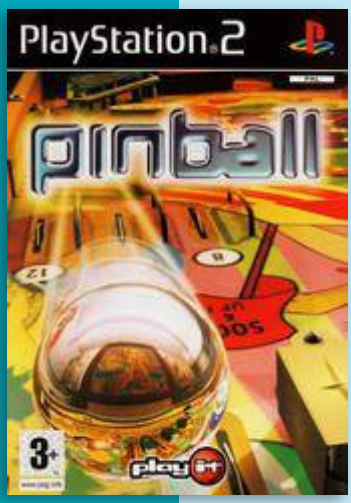
Developer	DigiCube
Publisher	DigiCube
Release date	(jp) March 28, 2002
Genre	Trivia
Mode	1-4 Players

America Oudan Ultra Quiz is based on the Japanese TV show of the game name. Like the original show, the game focuses on trivia questions solely related to the United States of America. Areas of knowledge include history, geography, culture, literature, sports, language, and others. A special travel mode allows the player to visit various locations in the USA.

"gamesdb.launchbox-app.com"

American Arcade

6.4



Developer	Astroll
Publisher	Astroll, (eu) Play It!
Release date	(jp) September 7, 2000
Genre	Pinball
Mode	1-4 Players

Originally released in Japan, it subsequently got released in Europe as Play It Pinball, or just Pinball.

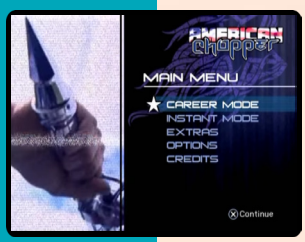
The tables featured in this game are all in 3D and are based on real life tables that were around during the 1950's in America. The pinball tables have various American themed designs, which include Surf King, Western Sheriff, Horror and Baseball.

"mobygames.com"

J P

American Chopper

4.7



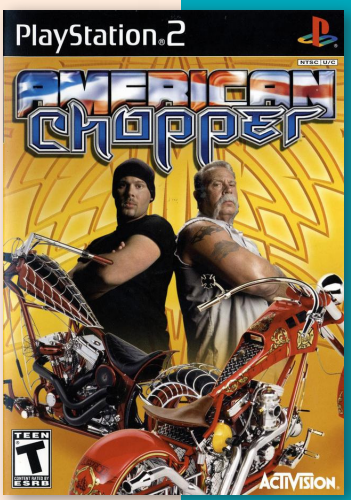
N P

Developer	Creat Studios
Publisher	Activision Value, (eu) Zoo Digital Publishing
Release date	(us) November 25, 2004
Genre	Racing
Mode	1 Player

Based on the TV show of the same name, as seen on the Discovery Channel, this game allows players to customize and race motorcycles.

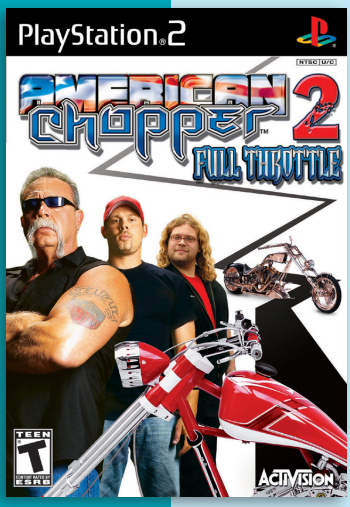
There are a variety of challenges available, from regular races, to free-roaming city driving (featuring plenty of regular traffic to work around).

"mobygames.com"



American Chopper 2: Full Throttle

5.5



Developer	Creat Studios
Publisher	Activision Value, (au) Activision, (eu) Zoo Digital
Release date	Racing
Genre	(us) November 20, 2005
Mode	1 Player

Players pick one of the four main characters from the show, then one of seven custom motorcycles from the show and are given a series of mostly racing missions where they earn fabrication points with which to upgrade their bike. These missions include things like nitrous boosts for quick bursts of speed and point bonuses for performing tricks.

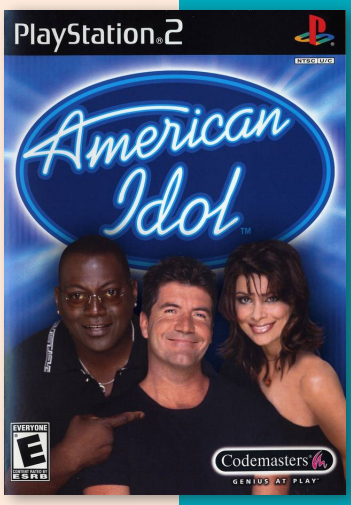
"mobygames.com"

N P

American Idol

4.1

Developer	Hothouse Creations
Publisher	Codemasters
Release date	(eu) November 7, 2003
Genre	Music
Mode	1-4 Players



American Idol, known as Pop Idol in Europe, is a rhythm game based on the reality TV singing competition of the same name.

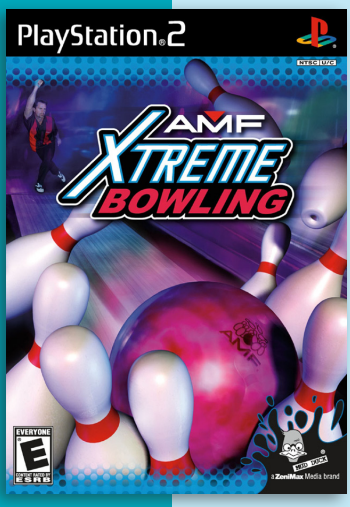
Playing the game involves a target on the screen into which symbols move in from four directions. The correct button has to be pressed in rhythm with the music when the appropriate symbol reaches the center.

"mobygames.com"

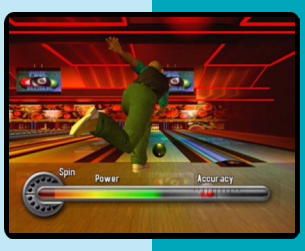
N P

AMF Xtreme Bowling

3.0



Developer	Mud Duck Productions
Publisher	Mud Duck Productions, (eu) Mastertronic
Release date	(us) June 13, 2006
Genre	Sports
Mode	1-8 Players



AMF Xtreme Bowling 2006, known as AMF Xtreme Bowling in North America, is a bowling game released for the PlayStation 2 and Xbox. The modes available are practice, single player, tournament and league, which support up to 8 alternating players and match challenge.

It has been regarded by some critics as a poor bowling game with terrible graphics and glitchy physics.

N P

8.6

Amplitude

Developer	Harmonix Music Systems
Publisher	SCEA, (eu) SCEE
Release date	(us) March 24, 2003
Genre	Music
Mode	1-2 Players

Amplitude is a music game developed by Harmonix for the PlayStation 2. It is the sequel to the previous game, Frequency.

In Amplitude, the player controls a ship (referred to as a "Beat Blaster") moving down a path of varying shapes and lengths, containing up to six tracks. Each color-coded track corresponds to a different aspect of the song, such as percussion, synth, bass, or vocals, and contains a sequence of notes. As the player hits buttons corresponding to the note placement on the track, the notes activate a small portion of the track. If the player successfully activates enough notes in sequence, the track is "captured" and the section will play automatically for a number of bars, freeing the player to capture another section.

The object of the game is to capture a sufficient number of sections to reach the end of the song. If the player continually misses notes, an energy meter empties until the game is over.

There are several different powerups available to the player to make gameplay easier. Powerups are gained by activating a series of specially shaped and colored notes. Such powerups allow immediate capturing of tracks, doubling of points scored, slowing down the speed of play, and jumping into freestyle mode (which allows the player to riff to the music, gaining points without the difficulty of playing predefined tracks).

Amplitude offers four different modes of play: single player game, remix, multiplayer and online.

In single player, the object is to unlock and complete all of the songs. There are four levels of gameplay difficulty: Mellow, Normal, Brutal, and Insane. Certain songs are only available to play on harder difficulty settings. Often the player is rewarded with pieces to construct and customize their "FreQ" avatar.

The remix mode in Amplitude is much like the one in Frequency. The player may place notes to every section of the song (except the vocal section) in whatever patterns they so choose, creating a unique version of the song. The effects (chorus, delay, etc.) and tempo of the song are also controllable. Finished remixes are available for gameplay in both single player and multiplayer modes.

Multiplayer mode offers three distinct modes: a typical gameplay mode, a head-to-head mode and a remix mode. The main multiplayer mode offers up to four players simultaneous gameplay through any of the unlocked songs. The head-to-head mode features Simon says-esque gameplay between two players, in which the players alternate creating riffs and then attempting to play them back. The remix mode is identical to the single player remix mode, but with the participation of more players.

Online mode offers multiplayer play with an internet connection. However, Sony of America shutdown the online Amplitude servers on February 26, 2007, preventing this feature from being used. Despite the SCEA servers shutting down, online play is still available in European countries.

There are 26 songs in Amplitude, the majority of which are tracks by popular music artists, with genres ranging from electronica and dance to hip hop and alternative rock. Some of the tracks, however, were produced "in-house" specifically for Amplitude. For example, Kasson Crooker, who served as the musical director for the game, contributed the songs "Cool Baby", "Synthesized", "Robot Rockerz" and "Spaztik", as well as "Super Sprøde" as performed by his band Freezepop.

Amplitude is the sequel to Harmonix's previous title, Frequency, released in 2001. Frequency was funded and published by Sony, and while not a commercial success, was considered by Harmonix's Ryan Lesser as the game that helped to give Harmonix a positive reputation in the game industry. Sony funded and published the game's sequel.

In making the sequel, the team considered lessons they learned from Frequency to make Amplitude more enjoyable. One aspect was the "tunnel" approach they used in Frequency; this was borne out from trying to create a cyberspace-like environment based on concepts from the movie Tron as to help create a synaesthesia for the player. However, on reflection, they found this tunnel to be limiting and claustrophobic; further, in testing an initial prototype for Amplitude, they found that when they left the tunnel, the experience of seeing the tunnel from the outside inspired the idea of vaster landscapes. The tunnel approach also limited an effective means for local multiplayer. This prompted the team to change from the tunnel to a spread-out track for Amplitude. The flatter track enabled players to have a better concept of where they were on the instrument spread, though the decision was criticized by fans of FreQuency.

The second factor they considered was that both Frequency and Amplitude, published at a time where most video game coverage was based on print media, did not come off clearly in static screenshots. The screens appeared confusing and had little personality to them, according to Lesser. They came up with the idea of the "FreQ", an avatar that would be on-screen, performing with the music, as to help create some personality with the game; the FreQs would also help to emphasise the player-vs-player nature during multi-player.

The game was a critical but not a financial success, and would lead Harmonix to become a major studio in the development of music games.

In 2014, Harmonix successfully offered a Kickstarter campaign to raise over $840,000 in funds to build a new Amplitude game for PlayStation 3 and 4 consoles; the remake was released in January 2016. The game shipped with more than 30 songs, including 15 songs composed by Harmonix in the game's "concept album", used for the game's campaign mode. The game also includes a FreQuency mode, where the nearly-flat track layout can be switched to the tunnel approach that was used in the original FreQuency. Harmonix developed a new game engine, Forge, which was also used for the development of Rock Band 4, for the remake.

4.1

An American Tail

Developer	Data Design Interactive
Publisher	Blast! Entertainment Ltd
Release date	(au) July 12, 2007
Genre	Action-platformer
Mode	1 Player

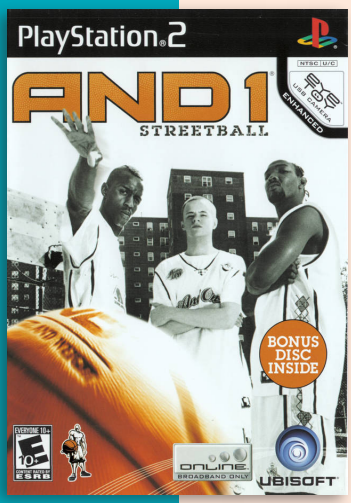
An American Tail the Video Game was developed by Data Design Interactive, who secured the rights from Universal to make the game. It's a relatively rare game, that ironically was never released in America. It is based on the first An American Tail movie.

P

"anamericantail.wikia.com"

And 1 Streetball

5.1



Developer	Black Ops Entertainment
Publisher	Ubisoft
Release date	(us) June 6, 2006
Genre	Sports
Mode	1-2 Players

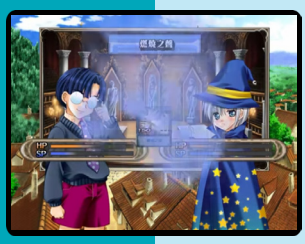
AND 1 Streetball was released in conjunction with the AND1 Mixtape Tour. While not the first game to feature AND 1 players, 'AND 1 Streetball is officially licensed by the company, and includes the 2005 AND 1 roster as well as Duke Tango, AND 1's MC for its annual Mix Tape Tours.

The game supports multiplayer via multitap and GameSpy.

N P

5.5

Angel Profile



Developer	GeneX
Publisher	CyberFront
Release date	(jp) September 27, 2007
Genre	Visual novel
Mode	1 Player

Angel Profile is a game similar to the princess Maker series, but in this case, the main character is a boy. The player in the game takes the role of the boy's father, and decide the education and the different trainings he will have to do. There are different events that will happen during the game and also rivals in possible love stories.

J

"TheOmikronNomadSoul@theisozone.com"

Angel Wish: Kimi no Egao ni Chu!

7.0

Developer	Pione Soft
Publisher	Pione Soft
Release date	(jp) February 24, 2005
Genre	Visual novel
Mode	1 Player

Players take the role of Seiya Kiyoshi, just another student enrolled in a private school. One day, a girl in maid outfit comes before him and tells him that hr are the prince of Stella kingdom. She tells him that his life at the school campus was monitored and that he appear too shy which is not befitting the prince and that she is here to help him in his education for being a true emperor.

J

Angel's Feather

7.2

Developer	HuneX, Blue Impact
Publisher	Kid
Release date	(jp) March 11, 2004
Genre	Role-playing, Visual novel
Mode	1 Player

Angel's Feather is a Japanese boys' love visual novel game created by BlueImpact, which was originally for PC, and later ported to the PS2.

The story of Angel's Feather: Kuro no Zanei begins when Hamura Shou comes to Yuusei Academy, from there it branches out into the truth behind his past, and his twin brother, Kai's as well. It also portrays shōnen-ai between Kai and Nagi (his supposed best friend).

J

Angel's Feather: Kuro no Zanei

6.3

Developer	Blue Impact
Publisher	GN Software
Release date	(jp) June 30, 2005
Genre	Role-playing, Visual novel
Mode	1 Player

The story of Angel's Feather: Kuro no Zanei is an addition to the original story of Angel's Feather. In this game Shou, who was taking a break from school, happened to meet the "brother next door", Kimura Kaoru, who he had learned kendo together with. Shou was happy to see "Kaoru-san" again, whom he longed after in olden days.

In 2006, it was adapted into an OVA, which was animated by Studio Venet.

J

7.6

Angelic Concert

J

Developer	Success
Publisher	Success
Release date	(jp) March 13, 2003
Genre	Visual novel
Mode	1 Player

Angelic Concert was originally releasd in 2001 as an PC game. It was lated ported to Xbox and PS2. It was the game in the music adventure series, following AS ~ Angelic Serenade and Symphonic Rain.

Players take the role of some sort of DJ, if DJ's existed in the medieval magical setting that the story is based on. Her aim in life is to aim higher in her musical career by entering the Angelic Concert.

アンジェリーク

Angelique ("Anjerīku") is a Japanese media franchise based on the video game series. Currently, the series has only been released in Japan, with the exception of a Chinese PC version of the first game in the series. It is somewhat popular with overseas import gamers, who have started petitions in the hopes of English-translated releases of various games in the series. KOEI mentioned in an issue of Newtype USA that it is a possibility if enough demand is shown.

The basic lore of the series is built around a Queen who fairly and wisely rules a Cosmos. By balancing elemental forces with the help of nine Guardians, she keeps the various planets in her domain stable and her people content. However, the powers of the Queen and the Guardians fade over time, and successors must be appointed. In the first game, released in 1994 on Super Famicom, and its various remakes, the protagonist is a 17-year-old girl named Angelique Limoges who has been chosen by the current Queen and her aide Dia as one of two candidates from the Royal Smallney Girls' Academy to become the next Queen. She is transported to the Flying City to begin her final examination.

Each of the candidates is given a land to populate. Whoever finishes populating their land first wins and becomes the next Queen. It is done with the help of nine Guardians who use their powers to make the people of the candidate's land happy, or to devastate their rival's lands. Along the way, the candidates become friends with the Guardians and can fall in love. If they choose love, they forfeit their chance to become Queen, but will live happily ever after.

The story expands in later titles, but most entries in the series feature one of a succession of girls named Angelique as the protagonist, with ever larger casts of characters. The roster of potential love interests swells to 19 characters in later titles.

Angelique Etoile

5.0

Developer	Koei
Publisher	Koei
Release date	(jp) September 16, 2004
Genre	Simulation, Visual novel
Mode	1 Player

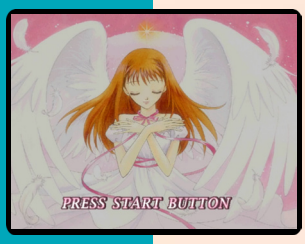
Angelique Etoile is the fourth installment in the series. The main character is a girl from the cosmos ruled by Angelique Limoges named Ange, who must save the cosmos as the "Legendary Etoile".

The game includes all of the major characters from previous Angelique titles, plus three new "Holy Beast Cosmos" Guardians.

J

Angelique Trois

6.2



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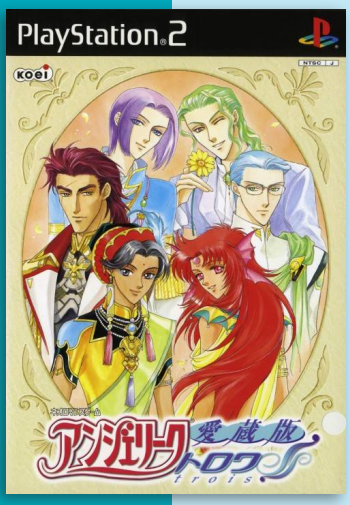
Developer	Koei, Inis
Publisher	Koei
Release date	(jp) November 22, 2000
Genre	Simulation, Visual novel
Mode	1 Player

Angelique Trois is the third installment in the series. Angelique Collet, now queen of a new cosmos, is drawn into a pocket cosmos, Arcadia, with the rest of the Angelique Special 2 cast. She develops the wilderness of Arcadia in order to free Elda, a strange being she finds there.

Angelique Trois: Aizouhen

6.2



Developer	Koei, Inis
Publisher	Koei
Release date	(jp) July 26, 2001
Genre	Simulation, Visual novel
Mode	1 Player

in Angelique Trois Aihouzen include additional events and animation scenes. New events include the cut function and "challenge mode" for advanced players.

Included with the game is a new set of four "Trois World Memories" cards and one character/cast card with new artwork on the front and back.

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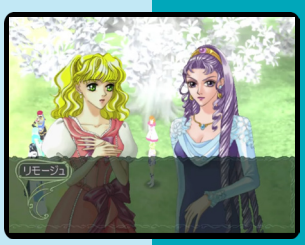


J

4.6

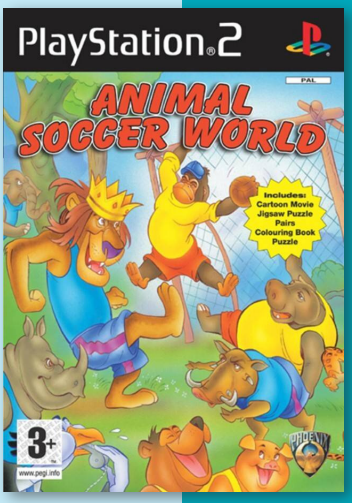
Animal Soccer World

Developer	The Code Monkeys
Publisher	Phoenix Games
Release date	(eu) 2005
Genre	Miscellaneous, Mini-games
Mode	1 Player

Animal Soccer World, released on PS1 as Animal Football, feature a 30 minute animated movie made by Dingo Pictures along with some minigames, like memory games and puzzles. The cartoon is based on Bedknobs and Broomsticks.

The game has become infamous for its poor quality, and is considered by many one of the worst games of all time.

P



5.2

Animaniacs: The Great Edgar Hunt

Developer	Warthog
Publisher	Ignition Entertainment
Release date	(eu) June 24, 2005
Genre	Action-platformer
Mode	1-2 Players

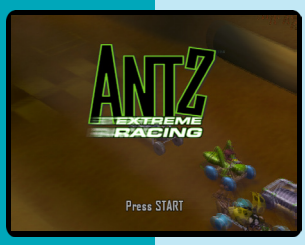
Animaniacs: The Great Edgar Hunt is an action adventure based on the animated cartoon series. It features the same voice actors for the main characters.

Players must guide the Warner brothers and sister Wakko, Yakko and Dot through six levels in a quest to locate the hidden Edgar trophies.

P

3.1

Antz Extreme Racing

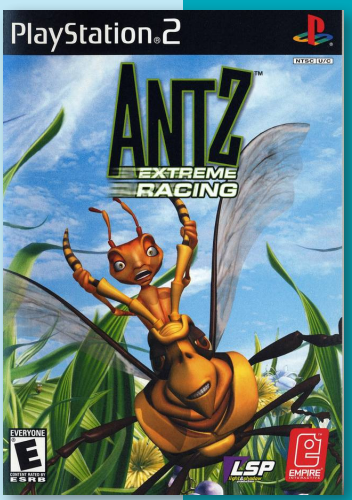


Developer	Supersonic Software
Publisher	Empire Interactive
Release date	(eu) July 26, 2002
Genre	Racing
Mode	1-4 Players

Antz Extreme Racing is a racing game based on the 1998 animated film Antz. Each character has eight individual courses and challenges they must take on; besides the initial two the rest has to be unlocked by finishing the game with another character. Like in most arcade racers there are various power ups to collect, e.g. rockets or protective shields.

"mobygames.com"

N P

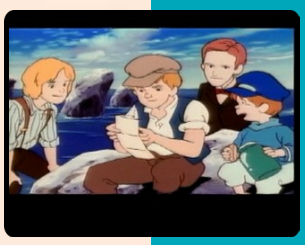


Anime Eikaiwa: 15 Shounen Hyouryuuhen

6.5

Developer	Success
Publisher	Success
Release date	(jp) August 30, 2001
Genre	Miscellaneous
Mode	1 Player

This entry in the "learn English" series feature the 1987 made-for-TV animation Jules Verne's Two Years' Vacation theme. In the cartoon, fifteen boys aged between eight and thirteen who were about to set sail on a long vacation one day. However later that night, they suddenly find themselves adrift at sea without any of the crew on board.



J

Anime Eikaiwa: Tondemo Nezumi Daikatsuyaku

7.0

J

Developer	Success
Publisher	Success
Release date	(jp) August 30, 2001
Genre	Miscellaneous
Mode	1 Player

This is a "learn English" anime about a mouse with Japanese and English subtitles. The game like the two other in the series, is actually an interactive movie, since the player can only watch how the story advances through the different game scenes. The only gameplay is where players have exercises, English vocabulary tests and a Japanese to English dictionary.

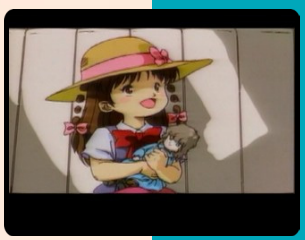
Anime Eikaiwa: Totoi

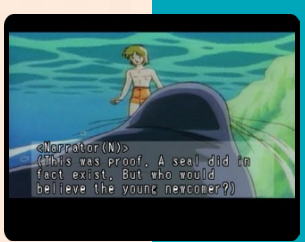
6.0

Developer	Success
Publisher	Success
Release date	(jp) August 30, 2001
Genre	Miscellaneous
Mode	1 Player

The third game in the "learn English" series feature the 1992 anime film Tottoi (The Secret of the Seal) with Japanese and English subtitles.

The anime stars Tottoi, a boy about 14 years old, who emigrated to Germany with his family. After the death of his mother, his father decided to return to his home town in Sardinia. The narrative begins when the hero sees a seal, although it was believed that they died out long ago.





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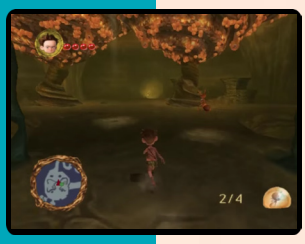
5.2

The Ant Bully



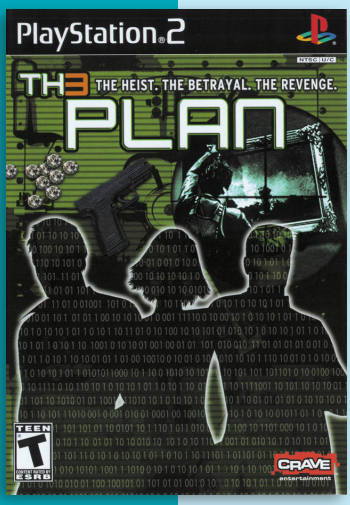
Developer	Artificial Mind and Movement
Publisher	Midway
Release date	(us) July 24, 2006
Genre	Action-platformer
Mode	1 Player

The Ant Bully is a video game based on the animated movie of the same name. The story and actions of the game correspond to that of the movie.

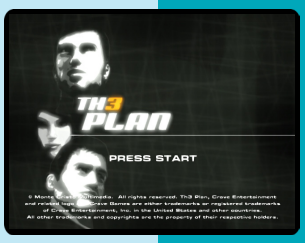
The game is broken down into missions, though the game follows a linear design. The game is a traditional action-adventure game, with players able to use different weapons to clear a mission and advance to the next level.

Th3 Plan

5.0



Developer	Eko Softwares
Publisher	Ghostlight, (us) Crave
Release date	(eu) March 31, 2006
Genre	Action
Mode	1-3 Players



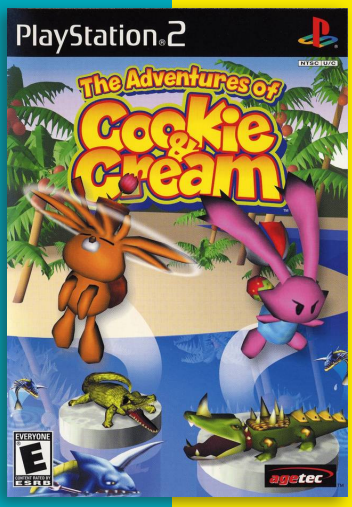
The Plan is a stealth action game which was developed by French studio Eko System. Designed as a budget-title by Crave, the game initially sold for just $15.

The gameplay is similar to a role-playing game, in which the player can interchange between the three main characters to play with and team up to complete the missions given. All three characters' perspectives are shown on the screen at the same time, with the character that the player is currently controlling taking up most of the screen. Using the Hi-tech equipment from any of the seven team members, the player can combine their actions to reach his goal in smart ways. For instance, it is possible to talk to a guard to distract him with one character and open a forbidden door with one of the two remaining characters.

In the story, the mafia engaged Stephen Foster and Robert Taylor to steal two mythical paintings. For them, the best robbers of the world, that should have been very easy - but Foster wanted more: at the crucial moment, he sacrificed without hesitation his partner and his team to keep all spoils. Now, five years later, the time for redemption has arrived for Taylor. For the ultimate hold-up, he needs a team of specialists, hi-tech tools and a perfect plan.

The Adventures of Cookie & Cream

7.8



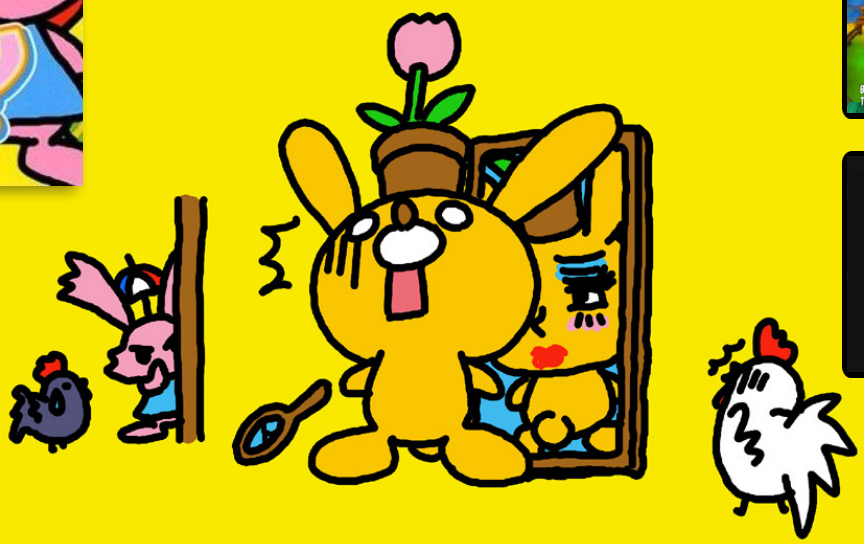
Developer	From Software
Publisher	Agetec, SCEA, (jp) From Software, (eu) Empire Int.
Release date	(jp) December 7, 2000
Genre	Puzzle, Action-adventure
Mode	1-4 Players

The Adventures of Cookie & Cream, known as Kuri Kuri Mix in Japan and Europe, is a multi-player, action-adventure game.

Players can choose from two different modes: versus and story. In story mode (one or two players), players must guide Cookie and Cream to the goal before the time runs out. In one-player story mode the player controls both Cookie and Cream at the same time; in two-player mode each player controls one character. The two players can either use separate controllers, or they can both use the same controller, with one player holding the left side and the other the right side. Throughout the game, Cookie will have to navigate through many obstacles. Most obstacles will require Cookie or Cream to perform a specific action so the other is able to advance past the obstacles. Players can collect silver watches which add 20 seconds of time and gold watches which add 50 seconds of time as they play through the levels. In versus mode players compete to collect as many points as possible.

The game has enjoyed widely positive reviews upon its release. On release, Famitsu magazine scored the game a 30 out of 40. Critics have praised the game's innovative and entertaining gameplay as well as its bizarre aesthetics and overall atmosphere.

A port for the Nintendo DS, Cookie & Cream, was released in 2007.



6.5

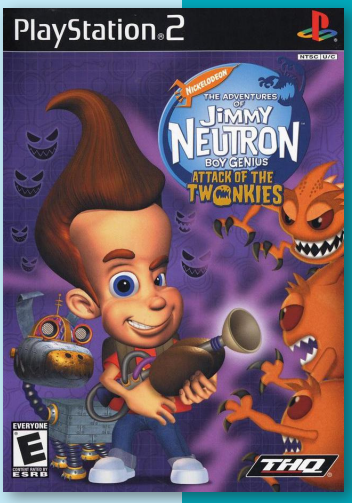
The Adventures of Jimmy Neutron Boy Genius: Attack of the Twonkies

N P

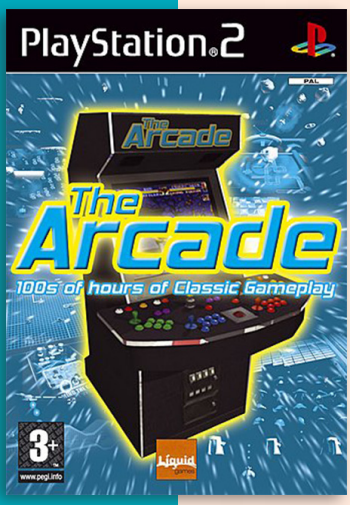
Developer	THQ
Publisher	THQ
Release date	(us) September 13, 2004
Genre	Action-adventure
Mode	1 Player

The game is based on the animated series The Adventures of Jimmy Neutron: Boy Genius, in turn based on the 2001 film, Jimmy Neutron: Boy Genius.

In the game, the player controls Jimmy in a quest to save Earth from the alien "Twonkies" using gadgets and inventions.



The Arcade



Developer	Aqua Pacific
Publisher	Oxygen Interactive
Release date	(eu) 2006
Genre	Compilation
Mode	1-2 Players

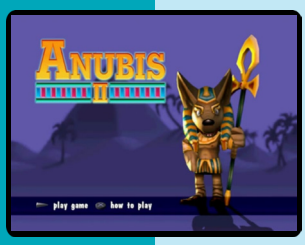
The Arcade contains simple clones of the arcade games; Pong, Lander, Asteroids, Joust, Space Invaders, Centipede, QBert, Warlords, Bomberman and Pipe Dreams.

Games include; Battling Bats, Freakoids, Jetpac Jousting, Moon Mission, N-Vaders, Galaxy Warriors, Muncher, Protectors, Operations TNT and Pipe Puzzle

P

2.6

Anubis II



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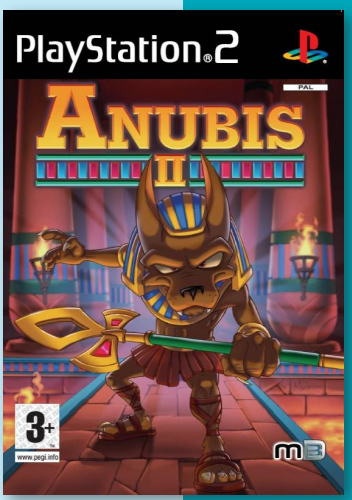
Developer	Data Design Interactive
Publisher	Metro3D
Release date	(eu) July 14, 2005
Genre	Action-platformer
Mode	1 Player

Anubis II (pronounced Anubis the Second; the game is not a sequel) is an action game from UK based developer Metro 3D.

Set in ancient Egypt, the player controls Anubis, the guardian of the Underworld, in his quest to lift the Curse of the pharaohs.

The game received overwhelmingly negative reviews upon release, including a 1.5/10 rating from GameSpot, the second worst score possible.



Aoi no Mamade...

6.3

Developer	Idea Factory
Publisher	Idea Factory
Release date	(jp) October 28, 2004
Genre	Visual novel
Mode	1 Player

Treasure Box

The third installment of Idea Factory's IF Mate love adventure series, Aoi no Mamade (roughly translated to "Just Blue") follows its hero, Kazumasa Otsuki back to his home town as he struggles to choose between six beautiful girls in his quest to find a girlfriend. As Kazumasa travels to school everyday, players will be able to converse with each of Otsuki's possible suitors through branching dialogue trees to influence hidden relationship meters that determine who he is most compatible with.

A memory correction system collects past keywords so that players can elaborate on existing and past conversations, and multiple endings for each character can be uncovered based on players performance.

The Limited Edition Treasure Box was released in a box that features the game, a audio drama CD, and a Artbook. The artbook is A5 size and contains: fully colored character art and black & white sketch art.

"psxdatacenter.com"

J

Aoi Sora no Neosphere: Nanoca Flanka Hatsumei Koubouki 2

7.0

J

Developer	Kogado Studio
Publisher	Nippon Ichi Software
Release date	(jp) February 22, 2007
Genre	Adventure, Strategy
Mode	1 Player

Tristia of the Deep-Blue Sea is a PS2 and PC game, developed by Kogado Studio. The game is part of the Deep-Blue series along with the sequel, Neosphere of the Deep-Blue Sky and Akatsuki no Amaneka to Aoi Kyojin. The story was later adapted into an OVA. For the 10th anniversary celebration, the game was re-released for the PSP.

The game is set in the Neosphere kingdom that fly in the air by ancient E technology. After Neosphere was in ruin after the world union war, Nanoca was called to rebuild the kingdom.

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6.3

Aoi Umi no Tristia: Nanoca Flanka Hatsumei Koubouki

J

Developer	Kogado Studio
Publisher	Nippon Ichi Software
Release date	(jp) August 11, 2005
Genre	Adventure
Mode	1 Player

Tristia of the Deep-Blue Sea is part of the Deep-Blue series. In the game, players have to rebuild the island of Tristia after a dragon attack. Full voice acting is used for the characters in the game and even Nanoka's dog speaks his mind with a deep male voice.

The limited edition includes a Music CD and a Drama CD.

Aoishiro

6.7

Developer	Success
Publisher	Success
Release date	(jp) May 15, 2008
Genre	Visual novel
Mode	1 Player

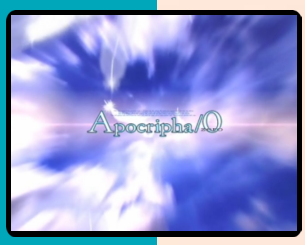
Aoishiro is an adventure game that sets stage in both the modern real world and a mythical world. The game is the second in a line of yuri visual novel-style PS2 games and takes place in the same universe as its predecessor, Akai Ito.

The Limited Edition features as extras a special drama CD and an illustration booklet containing doujin and character sketches.

J

Apocripha/0

6.0



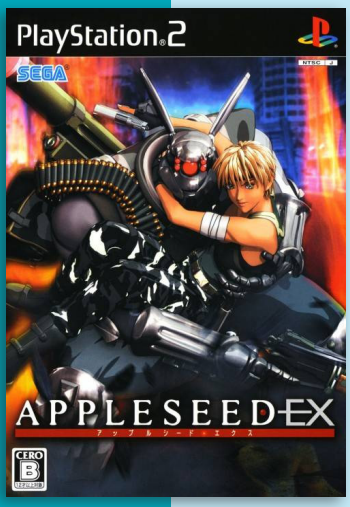
J

Developer	Stack Software
Publisher	GN Software
Release date	(jp) October 28, 2004
Genre	Adventure, Visual novel
Mode	1 Player

In the game, a fallen angel builds a magnificent kingdom in The Abyss. The angels in heaven see the utopia and become resentful of their fallen brother and launch attacks against the kingdom's people. Aged and tired, the fallen angel have to decide who of his two twin sons should be the ruler to lead the kingdom against the angels. The winner becomes the next king of The Abyss and the loser helps Mother Nature push up daisies.

Appleseed EX

5.3



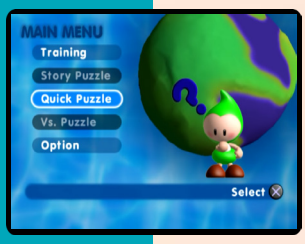
Developer	DreamFactory
Publisher	Sega
Release date	(jp) February 15, 2007
Genre	Action-adventure
Mode	1 Player

Based on the 2004 Appleseed C/G movie. The Playstation game features the team of Deunan Knute and Briareos Hecatonchires in alternating roles of soldiers extraordinaire. Appleseed EX also leads into the 2007 movie sequel, Appleseed [EX Machina].

J

Aqua Aqua

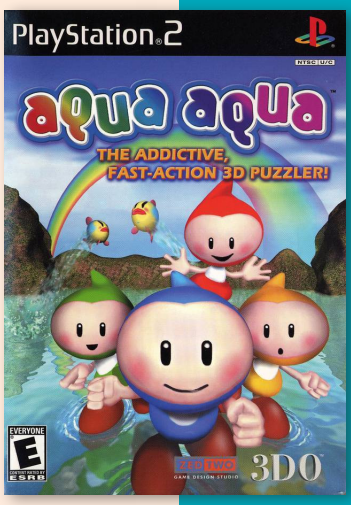
7.9



J N P

Developer	Zed Two Limited
Publisher	3DO, (jp) Imagineer
Release date	(jp) November 2, 2000
Genre	Puzzle
Mode	1-2 Players

Aqua Aqua, known in Japan as Aquaqua, and in Europe as Aqua Aqua: Wetrix 2, is the sequel to game Wetrix, developed by British studio Zed Two. It offers fewer features than Wetrix, but it features improved graphics and a new story mode. The gameplay consist of manoeuvering different types of Pieces that fall onto the playing area, one at a time (in a similar manner to the puzzle game Tetris).



Aqua Kids

7.5

Developer	Cinepix
Publisher	Yuke's
Release date	(jp) August 12, 2004
Genre	Action
Mode	1-2 Players

Aqua Kids is an action game based on the 26 episodes Japanese animated 3D CG TV show broadcast on TV Tokyo.

The game feature different modes: The battle mode has players collect items and defeat enemies. 2 different battle modes. And "Help Daibo", a quest mode mode in which to advance through the story and get new items in order to power up the "Daibo" robot.

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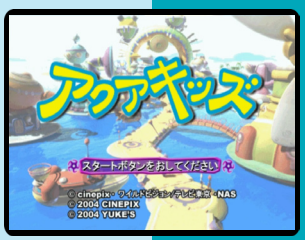


J

A New Class of Monkey

Pink Monkey
Most Likely to Be a Pop Star

El Toro
Most Likely to Grab the Bull by the Horns

Harley Q. Win
Most Likely to Annoy the King

Billy
Most Likely to Get a Speeding Ticket

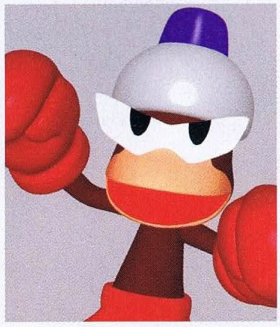
Monko Polo
Most Likely to Find a Legendary Banana

Natalie
Most Likely to Lose Her Wits

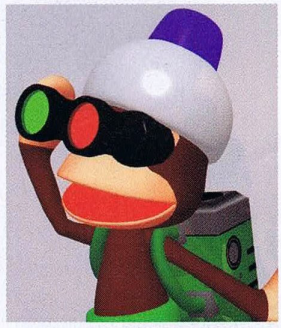
Marshall
Most Likely to Punch the Ref

Larry
Most Likely to Step in Monkey Poo

Mr. White
Most Likely to Be an Evil Scientist



Balboa
Most Likely to Live in a Meat Locker



Norman
Most Likely to Drive a Humvee

Specter
Most Likely to Take Over the World

EVERYONE
E
CONTENT RATED BY ESRB
Comic Mischief
Mild Violence

Ubi Soft
ENTERTAINMENT
www.ubi.com

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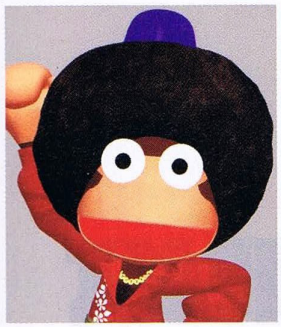
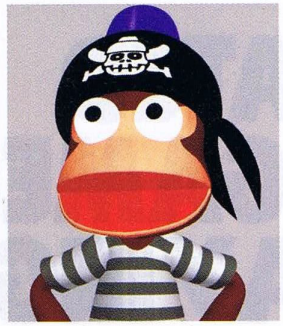
Catching Madness



Leo
Most Likely to Catch a Fever



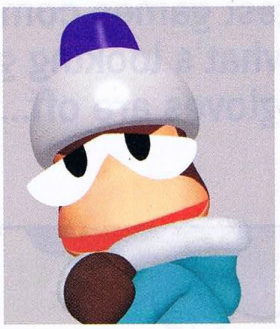
Stephenson
Most Likely to Walk the Plank

Jimmy
Most Likely to Save the World

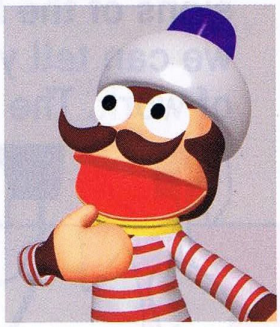
George
Most Likely to Be Inquisitive

Buzz
Most Likely to Be Lost in Space

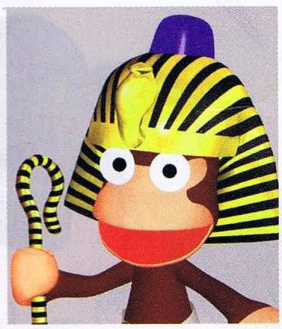
Arthur
Most Likely to Get Pierced



Parka
Most Likely to Chill



Punto
Most Likely to Sink the Gondola



Cleo
Most Likely to Walk Like an Egyptian

Yellow Monkey
Most Likely to Be a Pro Wrestler

Libby
Most Likely to Swim to Ellis Island

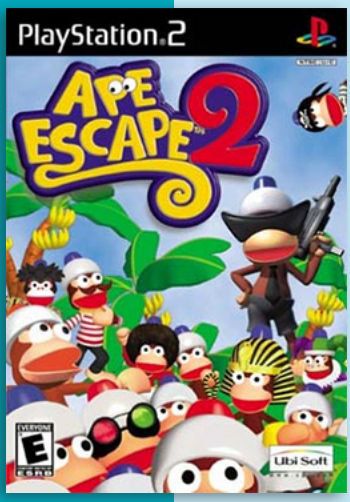
Spud
Most Likely to Be a Hypnotist

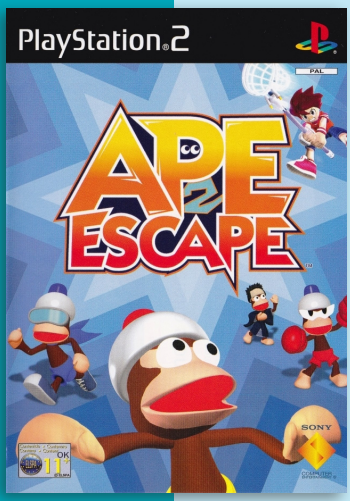
300 monkeys. They're smarter. They're zanier. And they're trying to take over the world.

PlayStation®2

8.2

Ape Escape 2





JNP

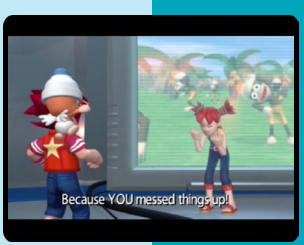
Developer	SCE Japan Studio
Publisher	SCEI, (eu) SCEE, (us) Ubisoft
Release date	(jp) July 18, 2002
Genre	Action-platformer
Mode	1 Player

Ape Escape 2, known as Saru! Get You! 2 in Japan, is the second game in the Ape Escape series, and is also used as the basis for the cartoon series by Frederator.

Ape Escape 2, like its predecessor, is a platform game in which players control Hikaru as he catches monkeys spread across each level. Like the previous game, players control Hikaru using the left analogue stick and shoulder buttons while using the right analogue stick to control various Gotcha Gadgets that are unlocked as the player progresses through the game. Along with returning gadgets such as the Stun Club, Monkey Net, and Dash Hoop, Ape Escape 2 introduces three new gadgets; the Bananarang, which attracts monkeys with its scent, the Water Cannon, which puts out fires, and the Electro Magnet, which can be used on magnetic surfaces. New to the game is the monkey sidekick, Pipotchi, who accompanies Hikaru through most of the game. While with Hikaru, Pipotchi can give the player hints, help Hikaru reach ledges, and revive him when he gets knocked out.

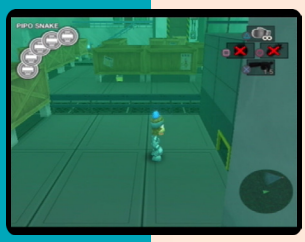
Throughout the game, players can collect gold coins, which become more valuable when collected in quick succession. These coins can be spent on the Gotcha Box gashapon machine to unlock bonus material. Along with various collectibles such as concept art, music, comic strips, and fables, players can unlock three brand new minigames; Monkey Football, Dance Monkey Dance, and Monkey Climber, which can be played with up to two players. Monkey Football is a football game, Monkey Dance is a rhythm game requiring players to match dance moves to the rhythm, and Monkey Climber is a challenging game requiring players to navigate a monkey across vines. Completing the game unlocks a New Game+ mode in which players can play as the previous game's hero, Kakeru.

On release, Famitsu magazine scored the game a 32 out of 40. A blog named Kotaku praised the game citing the PS4 port which was released on PSN in August, 2016.



Ape Escape 3

7.7



Developer	SCE Japan Studio
Publisher	SCEI, (ko) SCE Korea, (us) SCEA, (eu) SCEE
Release date	(jp) July 12, 2005
Genre	Action-platformer
Mode	1 Player

Specter is back once again in the third main game in the Ape Escape series. With the help of a human scientist named Doctor Tomoki, Specter has turned the monkeys loose on TV. Even the previous heroes of the series - Jimmy, Spike, and the professor - are all caught up in the insidious TV shows. Kei and Yumi take the lead as the new heroes. Their mission was to go to every movie set and capture all 400 monkeys and destroy the satellite there.

Players control either Kei or Yumi. The gameplay involves using various methods and weapons to catch them all. The game has many levels with different themes, such as a Haunted Castle, a Racing level, Jungle settings, TV studios and other settings. Players can slow the animals down with various objects such as a stun club or a slingback shooter, and then you can capture them with a net.

While there are fewer gadgets in this game than previous entries, a new feature in this game is the ability to morph into different forms through a device built by Aki. Some monkeys may also try to steal the player's Stun Club or Time Net and use it against them, and can even force them out of the level by catching them with their own net. Playing as Sayaka has an additional benefit; owing to her pop idol status, certain monkeys will go star-struck upon sight of Sayaka, allowing for an easy capture.

A minigame featured in the game is Mesal Gear Solid: Snake Escape, a spoof of Metal Gear Solid. In this game, players control Pipo Snake, a monkey loaded with Solid Snake's battle data, sent on a mission to rescue Snake and destroy a monkey-like Metal Gear. Gameplay is similar to Metal Gear Solid in which players have to use stealth and weapons to sneak around undetected and rescue prisoners. Players are equipped with a Banana Pistol for stunning enemies and Pineapple Grenades for breaking open flimsy walls. Similarly, the original PlayStation 2 editions of Metal Gear Solid 3: Snake Eater include a Snake vs. Monkey mode in which Snake has to capture monkeys.

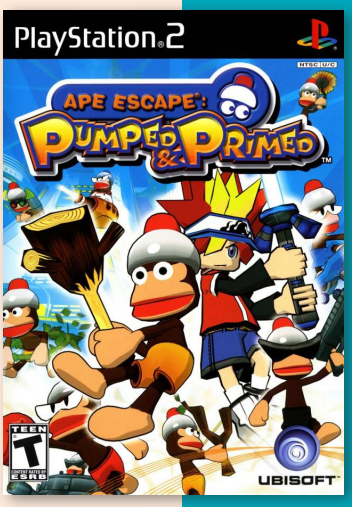
J N P

6.1

Ape Escape: Pumped & Primed

J N

Developer	SCEI
Publisher	SCEI, (us) Ubisoft
Release date	(jp) July 1, 2004
Genre	Party
Mode	1-4 Players



Ape Escape: Pumped and Primed, known in Japan as Gacha Mecha Stadium Saru Battle, is the fourth title in the Ape Escape franchise. It was never released in Europe, despite being advertised in the UK and Australia.

Spike, Natalie, Casi and the Professor joins the High-tech Tournament, a virtual world. Helga, the previous champion, is on an important mission to find the disk based on her father's research, hidden in the trophy. Unlike the other Ape Escape games, this game is more of a party game, similar to Mario Party and Sonic Shuffle. The game consists of a series of competitive minigames using various vehicles and gadgets from previous Ape Escape games, such as battling underwater using submersibles, racing on foot, and collecting the most coins.

Ape Escape: Million Monkeys

7.1

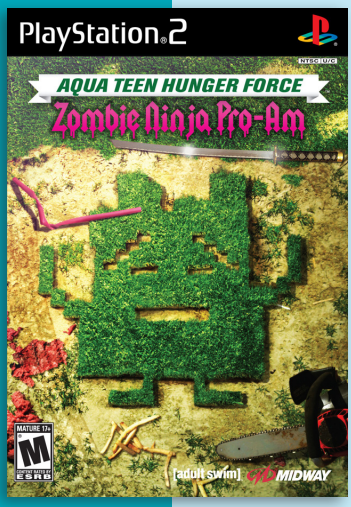
Developer	SCEI
Publisher	SCEI
Release date	(jp) July 13, 2006
Genre	Action
Mode	1-2 Players

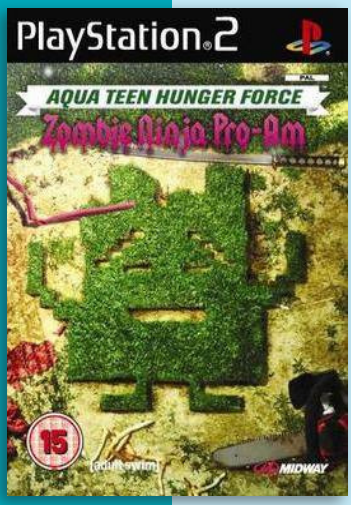
J

Saru! Get You! Million Monkeys (Saru Getchu! Mirion Monkīzu) was released throughout Asia a year after the previous title Ape Escape 3. The game was planned to be released in the United Kingdom in late 2006. Ultimately, it was never released outside of Asia.

The gameplay uses the action based gameplay from the party title Ape Escape: Pumped & Primed, and mixes it with the platforming ape catching of the original title. Players use different weapons to destroy machines, and creatures lurking throughout the city. Players also use Gadgets to defeat monkeys, and use the "Monkey Net" to catch them. Each mission requires a different goal. Sometimes players will need to defeat a boss, other times they will need to defeat a set of Targets, defend certain characters or weapons that will help them throughout the game.

Aqua Teen Hunger Force Zombie Ninja Pro-Am





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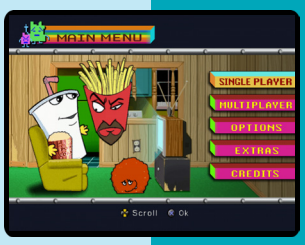


Developer	Creat Studios
Publisher	Midway
Release date	(us) November 5, 2007
Genre	Action
Mode	1-2 Players

Aqua Teen Hunger Force Zombie Ninja Pro-Am is based on the Adult Swim animated television series, Aqua Teen Hunger Force. It is a hybrid kart racing/fighting/golf game that takes place on several New Jersey golf courses. The game includes four full episodes of Aqua Teen Hunger Force. ESPN sportscaster Scott Van Pelt provides commentary for the game.

The golf segment of the game features nine holes. The first few holes are located on Jersey Pines golf course and are based on locations within the show, such as the tar pits, the Moon, Hell, and a fantasy level that Meatwad creates with Osirus's t-shirt.

After teeing off, Master Shake or Frylock can be controlled as they fight their way to the balls' resting place. They face several foes, such as Carl's giant crabs, the brownie monsters, Turk-itron, and the Mooninites.

In the golf segment's racing levels, the trio race their golf cart through the course they just played, shooting Frat Aliens with a bazooka, collecting speed boosts, and passing check points toward the goal of completing three laps to move on to the next level.

N P

Arabians Lost

7.4

Developer	Prototype
Publisher	Prototype
Release date	(jp) October 11, 2007
Genre	Visual novel
Mode	1 Player

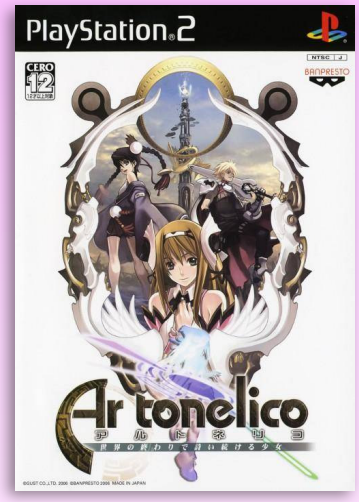
Combining adventure and RPG elements, Arabians Lost: The Engagement on Desert allows players to guide one of several suitors through a kingdom full of monsters and valuable items. If suitors fight off enough monsters and collect enough gold, the impression they make on the princess will go up. If not, the impression they make on her will go down.

"psxdatacenter.com"

J

7.1

Ar tonelico: Melody of Elemia



J N P

Developer	Gust
Publisher	Banpresto, (us) NIS America, (eu) 505 Game Street
Release date	(jp) January 26, 2006
Genre	Role-playing
Mode	1 Player

Ar Tonelico: Melody of Elemia, also known as Ar Tonelico: The Girl Who Continues to Sing at the End of the World in Japan, is a role-playing game by GUST. The main protagonist is Lyner Barsett, a Knight of Elemia who is searching for the Hymn Crystal (Purger), an ancient artifact needed to stop a dangerous virus from spreading through the Tower of Ar Tonelico. The game features an ancient race called Reyvateil, which help humans with their songs. The relationship between humans and their Reyvateil partners are very important, because Reyvateil are extremely vulnerable on their own and need to be protected by their partner.

Ar tonelico features a turn-based battle system akin to those of the Atelier Iris series. The active party consists of up to three fighters in the front and one Reyvateil in the back. An action can be chosen for each fighter as their turn arrives. Fighters may choose to strike the enemy, defend themselves, use a skill, use an item, or to protect the Reyvateil.

As long as any fighters remain alive, the Reyvateil can not be attacked directly by the enemy, and can only be targeted by charged attacks. When targeted, a number of circles are shown around her to indicate the number of fighters that must protect her (instead of attacking) before the enemy's next turn to completely block the attack. A successful defense grants the fighters an option to mount a devastating counter-attack at the cost of one harmocrystal.

Harmocrystals are activated when the Reyvateil and the rest of the party work well together. When the Harmonics bar fills, the party's attacks become stronger and one harmocrystal is activated. The number of active Harmocrystals affects the number of counter-attacks the party can mount, the skills available to each fighter, as well as the types of items received at the end of a battle.

Unlike fighter characters, the Reyvateil does not need to wait for her turn and can be given commands at any time during the battle. Instead of attacking directly, she supports the

party by using Song Magic. Her MP will decrease as long as she is singing, and stopping the Song will cause her MP to recover over time. Red Magic can be charged for any length of time before being released onto the enemy as an attack, whereas Blue Magic immediately takes effect and continues to remain in effect as long as the singing continues. Both kinds of magic become progressively stronger as the Reyvateil continues to sing the same Song, and power up faster with each incremental level of Harmonics. Stopping or changing the Song will cause the next spell to begin powering up from its basic level. The Reyvateils practice magic by "singing it". Hymns and Song Magic are powerful, they can be used for killing and healing. Therefore, unlike many other games, the songs form an integral part of the gameplay and story.

Diving is a unique aspect of Ar tonelico's gameplay experience. By visiting a Dive Shop, the player can enter a Reyvateil's mind, also called a Cosmosphere or a Soulspace. The Diving experience shares many similarities with Japanese visual novels, which puts great emphasis on dialogue and character development. The player spends Dive Points to enter different locations within the Cosmosphere. In order to enter deeper levels of the Cosmosphere, the player must improve their relationship with the Reyvateil by gaining Dive Points from combat and having conversations with her while resting at inns and camps.

Despite being similar to a visual novel, the objective is not to date the Reyvateils, but to help them resolve their inner doubts and concerns. Doing so will allow the Reyvateils to craft new Song Magic as well as unlock new outfits, which act like improved equipment in battle.

The European version was released in very limited quantities only in France, Italy, and Spain and as such European copies of the game are rare and the very existence of the PAL version remained widely unnoticed.

Ar tonelico has been criticized by some reviewiers for being too easy and not presenting much of a challenge. GameSpot opined *"there's no challenge whatsoever to the battles, constant use of overt sexual innuendo isn't the least bit clever or entertaining, and the courtship aspect of the game makes very little sense."* On the other hand, it has been looked upon kindly by other members of the press, with VGRC stating *"if you're looking for the next epic RPG, you will not find it here. However, if you want something fresh in this tired and stale genre, Ar tonelico will most certainly deliver."*

7.1

Ar tonelico II: Melody of Metafalica

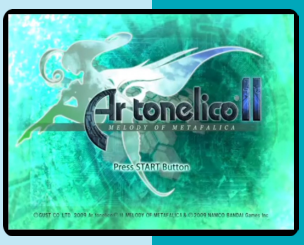
Developer	Gust
Publisher	NIS America, (jp) Banpresto, Namco Bandai Games
Release date	(jp) October 25, 2007
Genre	Role-playing
Mode	1 Player

Ar tonelico II: Melody of Metafalica, known in Japan as Ar tonelico II Sekai ni Hibiku Shōjo-tachi no Metafalica (literally "Ar tonelico 2: The Girls' Metafalica that Echoes to the World", with "Metafalica" meaning "song of creation"), is the sequel to Ar tonelico: Melody of Elemia, taking place roughly one and a half years after that game's canonical ending.

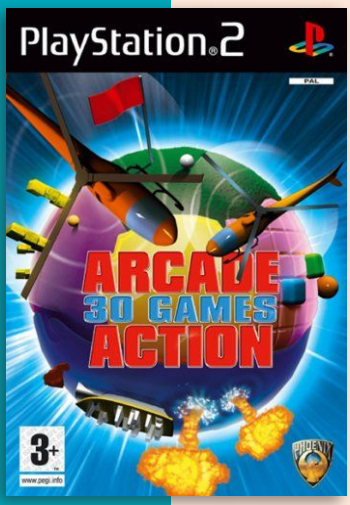
Though superficially similar to its predecessor in both aesthetics and style, Ar Tonelico II's battle system is new. The new version removed the ability to jump and its platforming sections. The field exploration marks indicating points of interest, the Camp Circles (which restore health, save the game, and offer gameplay tips), and the encounter bar (which indicates how many battles can be fought in that particular area) remain the same as in the previous game. In Ar Tonelico II, the player can control up to four characters in battle, in two pairs. Battles are divided into two phases. In the Attack Phase, characters can attack until the Time Gauge expires and the Defense Phase begins. The player defends the Reyvateils against attacks by pressing buttons indicated on the screen. The better the timing, the better the guard. Player receive special power upon filling the Emotion Indicator.

As with Ar tonelico, Ar tonelico II features eight playable characters and many more who are important to the story. Croix Bartel is the main protagonist, whose life is changed when a routine mission goes awry. He becomes involved with two Reyvateils named Cloche Leythal Pastalia and Luca Trulyworth.

The game was praised in Japan. The U.S. release was also well-received, but many fans have criticized its localization for bugs and glitches. The accuracy of some aspects of the translation is also debated, as approximately half of the Japanese voice overs were removed to make room for the English dubbing.



Arcade Action: 30 Games



Developer	Mere Mortals
Publisher	Phoenix Games
Release date	(eu) 2004
Genre	Mini-games
Mode	1-2 Players

Arcade Action is a compilation of thirty arcade-style games for the PlayStation 2, released by Phoenix Games in 2006.

Most of the games featured are simple puzzle games.

P

6.3

Arcade Classics Volume 1

Developer	Play It!
Publisher	Play It!, System 3
Release date	(eu) April 21, 2006
Genre	Mini-games
Mode	1-2 Players

Arcade Classics Volume One include six arcade clone games; Alien Raiders, Bugs, Incoming, Meteor Shower, Space Rescue and The Invaders.

The game was also released on PSP and PlayStation 3.

P

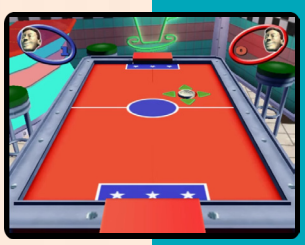
Arcade USA

7.0

Developer	Mere Mortals
Publisher	Atari, Phoenix Games
Release date	(au) April 21, 2006
Genre	Sports
Mode	1-2 Players

Arcade USA is a budget game developed by Mere Mortals and publihed by Atari in Australia by Phoenix Games in Europe.

The game feature Classic 10 pin bowling and air hockey.



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TEEN
T
CONTENT RATED BY ESRB

Alcohol Reference
Mild Language
Violence

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Arc The Lad

TWILIGHT OF THE SPIRITS™

...DIVIDED BY WAR.

The world is on the brink of civil war between the Humans and the Deimos over control of the Great Spirit Stones. The future of both civilizations and the world itself is placed in the hands of feuding twins separated at birth — the idealistic Kharg and the outsider Darc. Immerse yourself in an epic and tumultuous story, where half your battle will be choosing which side to take. **www.us.playstation.com**

PlayStation®2

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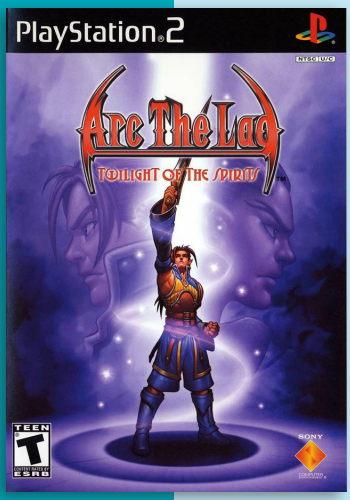
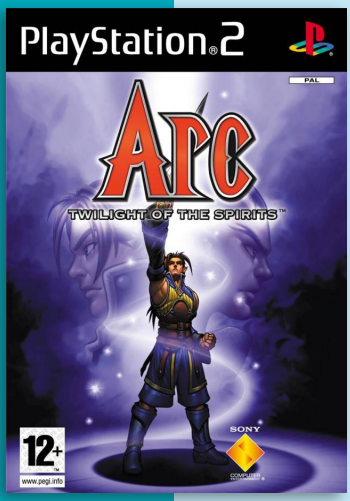
PLAY IN OURS.

7.2

Arc the Lad: Twilight of the Spirits





J N P

Developer	Cattle Call
Publisher	SCEI, (us) SCEA, (eu) SCEE
Release date	(jp) March 20, 2003
Genre	Tactical role-playing
Mode	1 Player

Arc the Lad: Twilight of the Spirits (Known as Arc the Lad: Seirei no Tasogare in Japan, and Arc: Twilight of the Spirits in Europe) is the sixth game released in the Arc the Lad series, and the first game in the series released for the PlayStation 2. The game was re-released in Japan as a premium box set. The game was also produced by certain members of Zener Works Inc, developers of Okage: Shadow King.

The world of Arc: Twilight of the Spirits is populated by two races: human and Deimos. The two races prefer to avoid contact with each other, but both depend on the Spirit Stones to sustain the balance in the world. Recently, the human army began sweeping across the lands, taking over countries. This army is going after the five great Spirit Stones. The Spirits, however, are determined to prevent this; to achieve their goal, they choose two heroes who would eventually be able to unite the two races in a battle for justice. One of them a is a human nobleman named Kharg, who hates the Deimos and is planning revenge; another is a Deimos slave named Darc, who dreams of uniting and commanding his race. The two heroes will have to put aside their differences to save the world.

Like its two immediate predecessors, the game has tactical battles which allow free positioning and movement of the characters on the combat field. However, the game is closer to being a "regular" Japanese-style role-playing game rather than a tactical RPG. The player controls a relatively small party (up to six active combatants), and is able to explore towns and dungeons in a standard RPG fashion. In the beginning, the game puts the player into control of Kharg, but afterwards the chapters alternate between the human hero and Darc, each with his own party. Characters can use a variety of techniques, accumulating SP (spirit points) in battles and them using them to learn special attacks.

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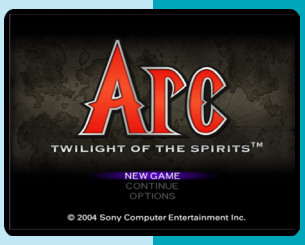
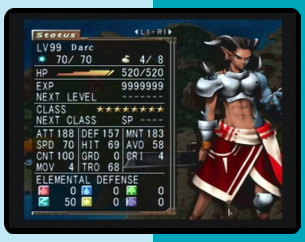
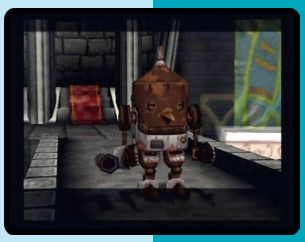
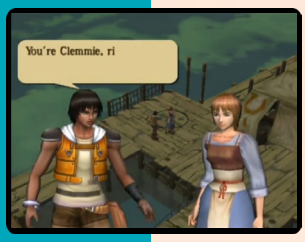


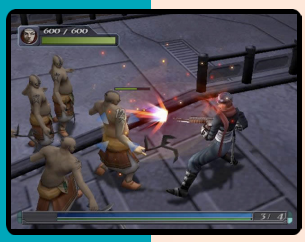




Arc the Lad: End of Darkness

5.9





Developer	Cattle Call
Publisher	SCEI, (us) Namco
Release date	(jp) November 3, 2004
Genre	Action role-playing
Mode	1 Player

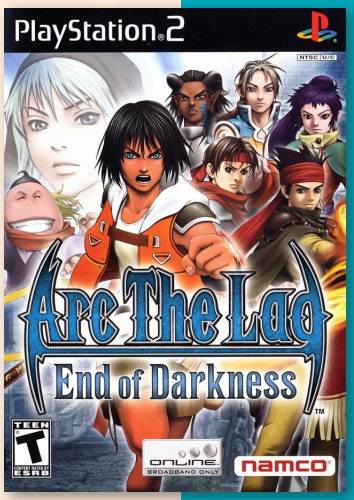
Arc the Lad: End of Darkness, known in Japan as Arc the Lad Generation, is the second and last game from the Arc the Lad series on the console.

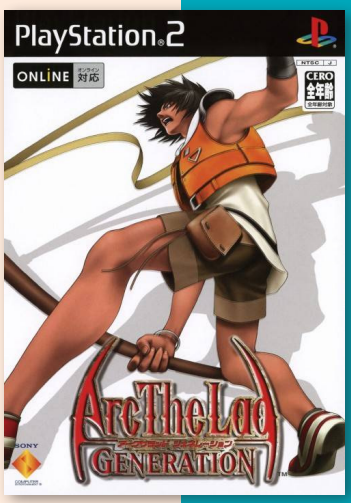
Arc the Lad: End of Darkness takes place five years after Arc the Lad: Twilight of the Spirits, and reuses many of the settings, characters, enemies, and music from the previous game. The world has many new technologies and job classes and is less rife with racial tensions between the Deimos and Humans. However, the main natural resource from Twilight of the Spirits, Spirit Stones, are nearly depleted, and there is uncertainty about the future of the Deimos and Humans.

The game requires the player to travel from city to city around the world in order to complete missions assigned to them by the guilds located there. There are two types of missions: storyline missions whose completions allow the player to take tests and further the plot, and optional missions for items and experience.

Unlike the previous four games, which were tactical, End of Darkness is a real time action RPG. In battle, the player can execute standard attacks, dash forward and backwards, target enemies, strafe enemies, and use four abilities. The player's abilities and equipment are determined by what cards they have assigned to their character. There are ability cards (magic, "gimmick", and special skill), and "part" cards (attack, defense, and accessory). Cards can be acquired by picking them up during battle or purchasing them in shops. The player can also synthesize cards to create new ones.

The player can unlock and play with up to 24 other characters from previous Arc the Lad titles. These cannot be used in the storyline missions, but can be used in extra missions and in online play. The playable characters include all playable characters from Twilight of the Spirits (sans Densimo and Samson), Arc, Kukuru, Tosh, and Iga from Arc the Lad, Elc, Leiza, and Shu from Arc the Lad II, and Alec, Lutz, Theo, and Cheryl from Arc the Lad III

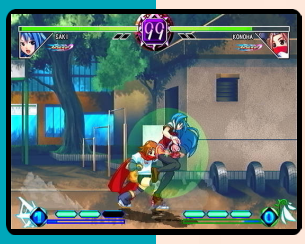




J N

Arcana Heart

7.7



J N

Developer	Examu
Publisher	AQ Interactive, (us) Atlus
Release date	(jp) October 11, 2007
Genre	Fighting
Mode	1-2 Players

Arcana Heart is a 2D fighting game ported from the arcade original. Players can choose one of eleven Maidens, and from eleven Arcanas each with their own unique abilities, and get to the bottom of what's happening in Tokyo. The game plays similarly to the Guilty Gear series, incorporating a variety of advanced techniques such as air dashing and dash cancels, and making for complicated high-speed battles.

Arcobaleno!

5.5

Developer	Idea Factory
Publisher	Idea Factory
Release date	(jp) May 14, 2009
Genre	Visual novel
Mode	1 Player

Kaya Yuno is an 18-year old student who attends the Murota Culinary School which trains aspiring chefs on the ins and outs of the kitchen and proper Italian cooking. While at the school, Kaya exercises diligence in learning (with gainful employment in mind) but also interacts with the mostly male students in a romance simulation which is aimed at Japanese girl gamers.

"psxdatacenter.com"

J

Arctic Thunder

4.5

N P

Developer	Inland Productions
Publisher	Midway
Release date	(us) September 17, 2001
Genre	Racing
Mode	1-2 Players

Arctic Thunder, the fourth installment in Midway's arcade racing series, is a fantasy snowmobile-racing game that plays like a mix of Cruis'n and a kart racer on ice. The main object is to upgrade sleds and unlock secret characters or tracks. The gameplay involves shooting down enemies with weapons, boosting yourself ahead, and pulling off tricks.

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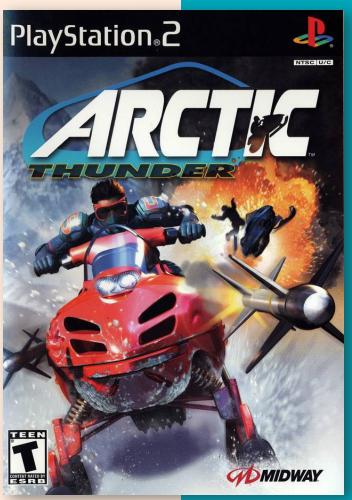
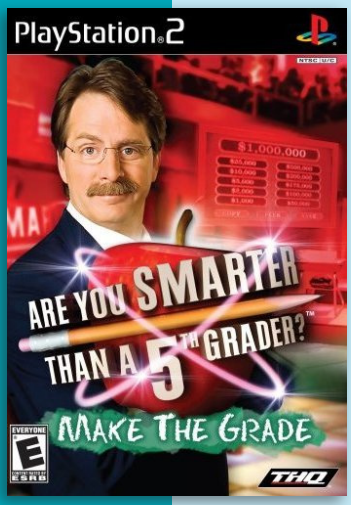
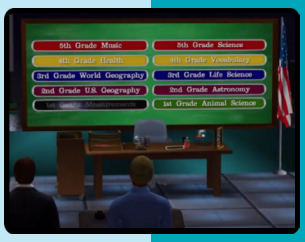


Are You Smarter Than a 5th Grader? Make the Grade

3.8





Developer THQ
Publisher THQ
Release date (us) October 20, 2008
Genre Trivia
Mode 1-4 Players

Similar to the earlier game, Are You Smarter Than a 5th Grader?, Make the Grade is a simulation of the TV show. New to this edition are 3000 more questions, improved graphics, and 3 new multi-player modes.

The new multi-player modes include Academic Academy, Flashcards, and Spelling Bee.

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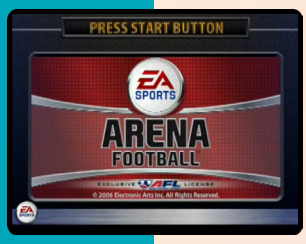
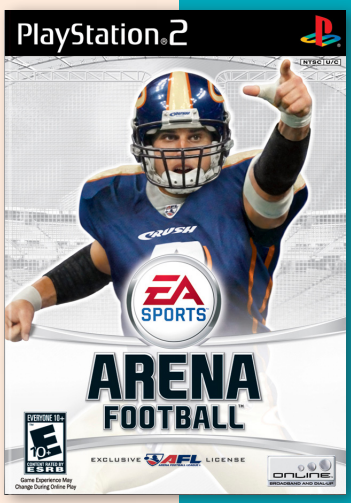
Arena Football

6.6



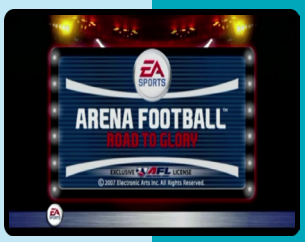
Developer EA Tiburon
Publisher EA Sports
Release date (us) February 7, 2006
Genre Sports
Mode 1-2 Players

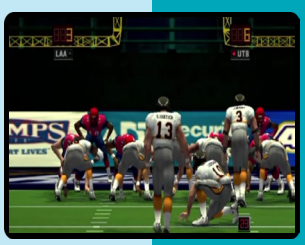
Arena Football, an Arena Football League video game, is similar to EA's other simulation football games (NCAA Football and Madden NFL), but adopts a style of play that is similar to the faster and more frantic paced Arena game. The game includes all the rules, rosters, and teams for the 2006 AFL season. EA included a number of historic teams in Arena Football. They are awarded to the player upon meeting certain goals.



Arena Football: Road to Glory

6.2





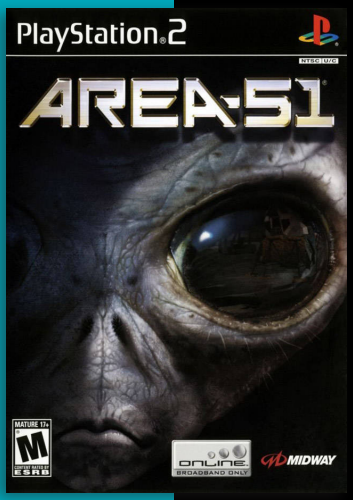
Developer BudCat
Publisher EA Sports
Release date (us) February 20, 2007
Genre Sports
Mode 1-2 Players

Arena Football: Road to Glory is the follow up to their first Arena Football game. The game includes all the rules, rosters, and teams for the AFL season. For the first time the Arena Football minor league, AF2, is included in the series.

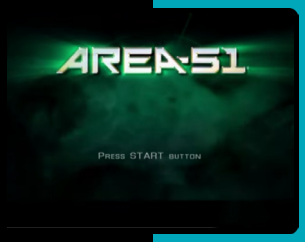
The cover features fullback/linebacker Bob McMillen, from ArenaBowl XX's champion team, the Chicago Rush.

Area 51

7.5

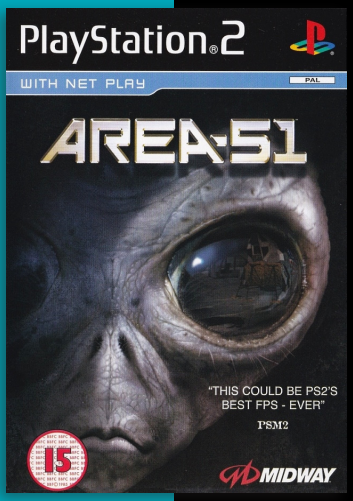


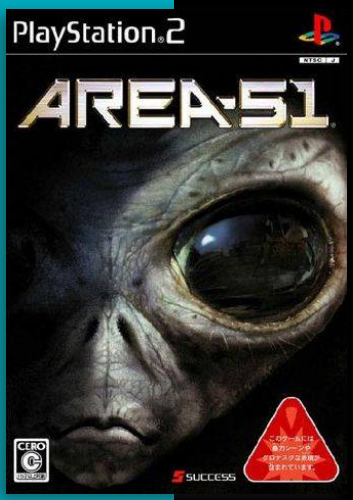
Developer	Midway Studios - Austin
Publisher	Midway, (jp) Success
Release date	(us) April 25, 2005
Genre	First-person shooter
Mode	1-2 Players



Area 51 is a loose remake of the 1995 light gun video game of the same name. The player controls Ethan Cole, a HAZMAT operative sent to the Area 51 base to assist in the cleanup of a mutagenic virus.

Area 51 at first starts out with intense combat where the player has several AI teammates with him (ranging from two to seven most of the time) versus hordes of mutants. Midway through, the player will have to go through shootouts with more intelligent enemies in the form of alien soldiers.





JNP

Aria: The Natural ~Tooi Yume no Mirage~

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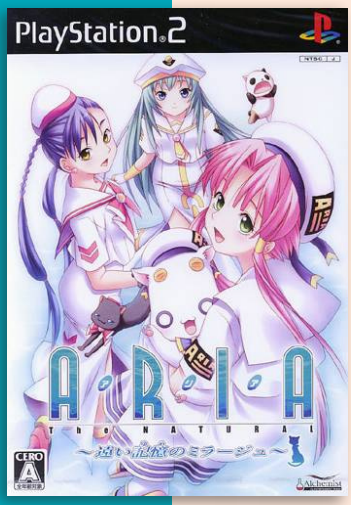
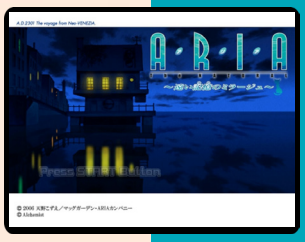


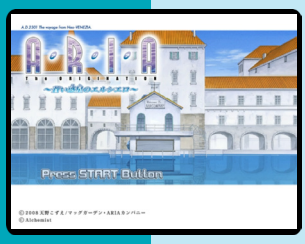


Developer	Regista
Publisher	Alchemist
Release date	(jp) September 28, 2006
Genre	Visual novel
Mode	1 Player

The Aria series is based on an utopian science fantasy manga and anime by Kozue Amano. In the game Akari Mizunashi continues her job as a gondolier along with her friends from the other two rival companies, Aika and Alice. As they continue their training to become Undines, they continue to meet new people and partake on mysterious adventures, all in the scenic, and peaceful city.

Aria: The Origination ~Aoi Hoshi no El Cielo~

7.5



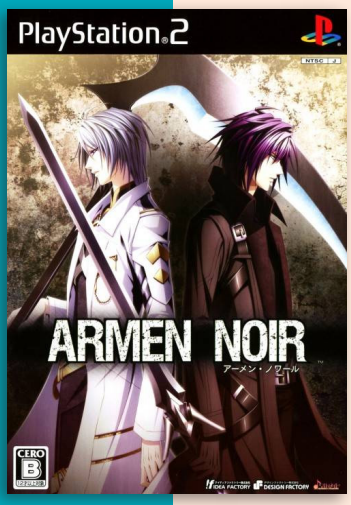
Developer	Regista
Publisher	Alchemist
Release date	(jp) June 26, 2008
Genre	Visual novel
Mode	1 Player

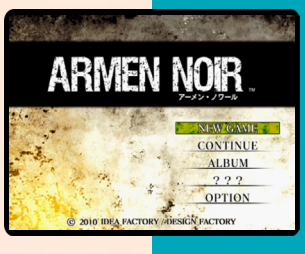
It is the year 2301. Man has terraformed Mars into a beautiful water planet, and has renamed it “Aqua”. Built upon it is Neo-Venezia, an exact replica of old Venice, with beautiful waterways, palaces and plazas. Akari Mizunashi, a 15 year old girl arrives from Man-Home (formerly known as Earth) to become a gondolier trainee at a company called Aria Company.

“psxdatacenter.com”

Armen Noir

7.6





Developer	Otomate
Publisher	Idea Factory
Release date	(jp) December 9, 2010
Genre	Visual novel
Mode	1 Player

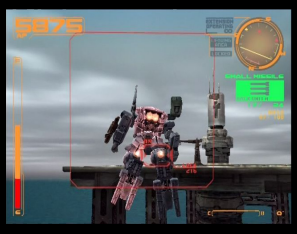
The story is set in the near future, in a corrupt city called Moebius, where the gap between rich and poor is growing bigger and bigger.

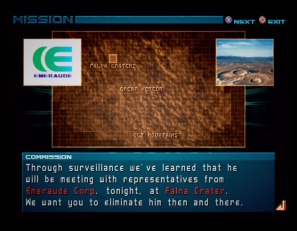
The heroine is a ‘Hunter’, someone who has chosen to oppose the criminals who have sullied their hands with illegal deeds and have gained money as a result. Hunters work for ‘Bountia’, an organization that takes assignments to catch criminals in the city for rewards.

PlayStation 2
2000 SUMMER
COMING SOON
ARMORED CORE 2
30度展メカシミュレーター
アーマード・コア2
2000年夏発売予定
DVD
FROM SOFTWARE
株式会社フロム・ソフトウェア

Armored Core 2

7.8





Developer	From Software
Publisher	From Software, (us) Agetec, (eu) Ubisoft
Release date	(jp) August 3, 2000
Genre	Action, Third-person shooter
Mode	1-2 Players

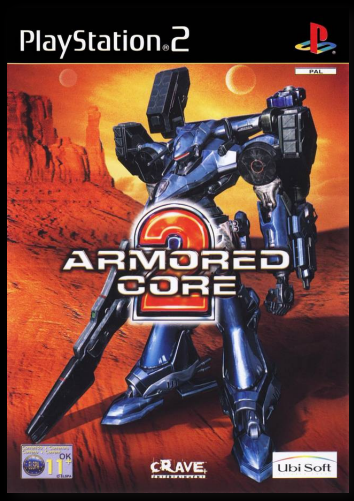
Armored Core 2 is a mecha game in the Armored Core series, and was a launch title for the PS2 in North America. It represents the first major graphical overhaul for the series; while the three PlayStation-era games used the same engine with few changes between entries, Armored Core 2 featured a new engine built specifically for the PlayStation 2.

Sixty-seven years after the events of the Subterranean Era in prior games, Earth's second largest corporation, Zio Matrix, acquires plans for a research project on Mars, dating back before the Great Destruction. Using these plans, Zio sends a research team to Mars to begin the Terraforming Project, which causes the Martian surface and atmosphere to approximate that of Earth. Other corporations learn of the project and quickly follow Zio Matrix, bringing with them the competitive environment that existed on Earth, and the employ of the mercenaries of Nerves Concord.

As the three companies' war comes to a close, the most powerful, Zio Matrix, attempts a coup against the government, which has regained control through its elite mercenary team, The Frighteners, led by Leos Klein. But in the chaos that ensues, the Frighteners turn on the government, assassinate the new leader of the LCC, and take control of powerful Disorder technology. The player character is tasked with confronting them and saving the human populace of Mars.

Similar to the first game, the player starts off with a basic AC and is expected to complete a trial mission which consists of destroying several MTs. Completing the mission will register the player's character with Nerves Concord, a "mediation" firm much like the Raven's Nest of the PlayStation era games. From that point on the player is relayed missions by their Nerves Concord manager and completing these missions will advance the game's storyline. The Arena from Master of Arena makes a return, allowing players to compete in matches against 57 other Ravens in order to earn more credits and new AC parts.

"armoredcore.wikia.com"



JNP

Armored Core 2: Another Age

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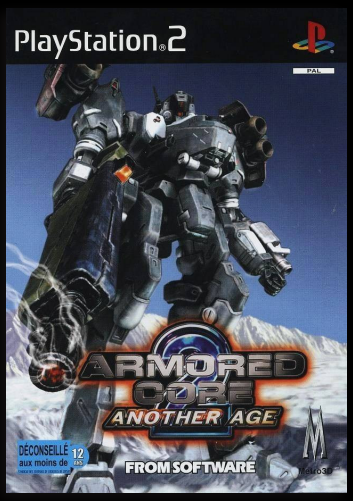
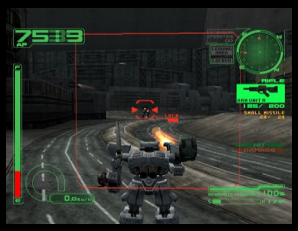
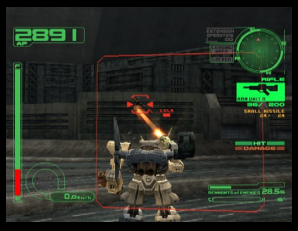


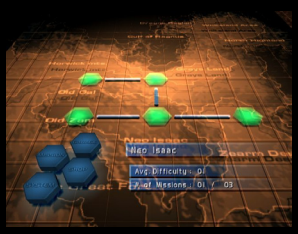
Developer	From Software
Publisher	From Software, (us) Agetec, (eu) Metro3D
Release date	(jp) April 12, 2001
Genre	Action, Third-person shooter
Mode	1-2 Players

Five years after the coup attempt led by Leos Klein the Earth government struggles to realize one of its original objectives, relocating people from the underground cities to the Earth's surface. These plans are hopelessly delayed because the government has had to shift its focus from resettlement to military buildup. A necessary move in the government's eyes, needed to keep both the corporations and the situation on Mars in check. After facing various setbacks, the corporations that once held sway on Mars are in positions of diminished influence. This does not sit well with them and each is secretly rebuilding their personal armies in order to contend with the government's growing might. Tensions between the corporations and government are at a breaking point. With all of the government's efforts currently focused elsewhere, resentment toward the institution from the general populace is at an all-time high. Tired of being neglected, people living in the underground cities have taken matters into their own hands and incidents of armed revolt are a daily occurrence.

The expansion to Armored Core 2 runs on the same game engine as its predecessor but features a number of changes in the way the game is played. There is no trial mission in Another Age that kicks the game off, the player is simply thrown into the world with their AC and their first job offer right there waiting for them. The Arena, which played a significant role in Armored Core 2 has been removed completely, along with the "Arena Report" in the save data, but a fair number of the game's missions involve one-on-one combat with other Ravens in a set-up not unlike Armored Core 2's Arena. Another Age has sparse expressed plot, it is more a portrait of the life of a mercenary, always bouncing about from place to place and not getting tied down to any one particular cause. Occasionally recurring elements pop up from time to time as the game progresses, but there is no defined storyline to the game. There are 100 separate missions that make up the mass of the game, the largest Armored Core title to date, and each mission plays out in a specific area of the world.







PlayStation.2
ANOTHER AGE
ARMORED CORE
2001.SPRING
FROM SOFTWARE
http://www.fromsoftware.co.jp/
アーマード・コア2
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株式会社フロム・ソフトウェア

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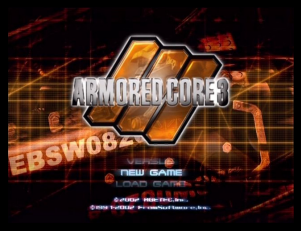
Armored Core 3

7.4



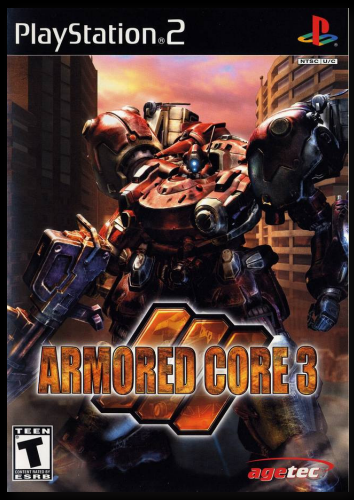
Developer From Software
Publisher From Software, Agetec, (eu) Metro3D
Release date (jp) April 4, 2002
Genre Action, Third-person shooter
Mode 1-4 Players

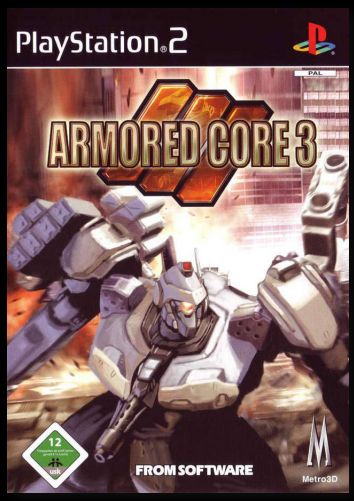
Many players were confused with the nature of Armored Core 3's storyline in relation to previous AC games. At the end of Another Age, the AC world appeared to be getting back on its feet after the conflicts of the subterranean era (Armored Core, Project Phantasma, Master of Arena) and the Mars crisis (Armored Core 2). However, when Armored Core 3 begins mankind is back in a subterranean city hiding from the effects of a catastrophic global nuclear war.

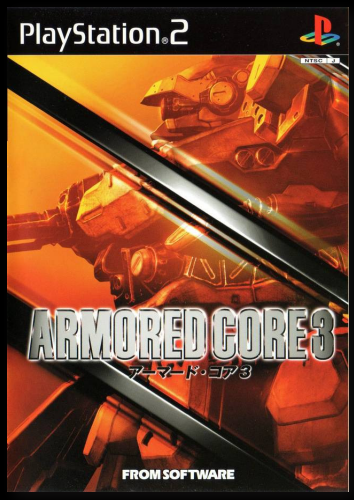
Two prominent theories have arisen to explain away this discrepancy. Either the game is set in the same world as the previous games and the world experienced a second "Great Destruction", or Armored Core 3 reboots the series' storyline and starts all over again from a similar starting point as the original Armored Core. The latter appears to be true.

Two different timelines were mentioned in the Armored Core 10 works complete file, one of which refers to original Armored Core and continues up to the end of Armored Core 2: Another Age. The other timeline starts with Armored Core 3, ending in Armored Core: Last Raven. The roots of Armored Core 3 began with the humanity taking refuge in underground cities after a large scale disaster occurred on the planet's surface. Centuries after that great destruction, corporations such as Mirage and Crest were established. They paved the way for the development of the first MT prototype, the XMT-01, which soon led to the development of ACs and other MTs.

Like Armored Core and Armored Core 2, players are given a trial mission to see if they are talented enough to join the mercenary group dubbed Global Cortex. New features within Armored Core 3 include consorts (additional allies that can be obtained to assist players in a mission), detachable weapons (thereby lessening the total weight and increasing speed), and a new Core classification; Exceed Orbit (EO) which sacrifices the power of Overboost and allows players to deploy a built-in, autonomous weapon on their Core. This game has support for a USB Mouse.







J N P

Silent Line: Armored Core

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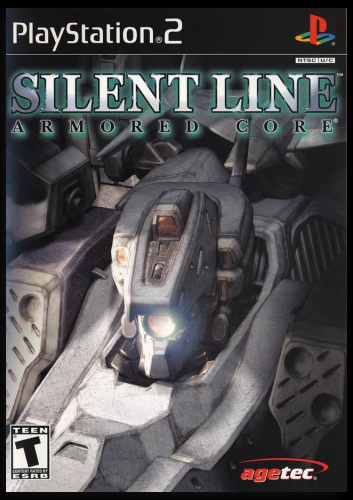
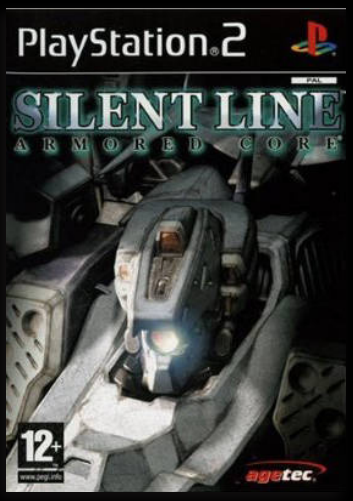
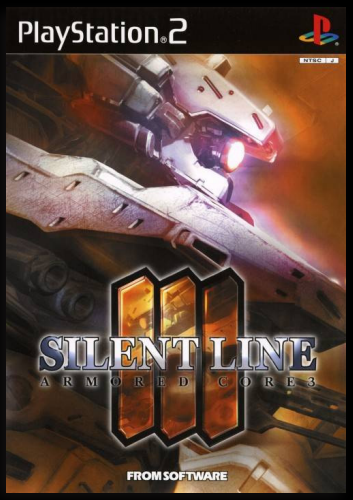






J N P

Developer	From Software
Publisher	From Software, (us) Agetec, (eu) Digital Jesters
Release date	(jp) January 23, 2003
Genre	Action, Third-person shooter
Mode	1-2 Players

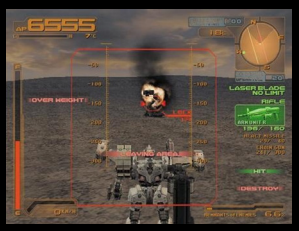
Silent Line continued Armored Core 3's storyline. Explorers have uncovered a previously unknown megacity that is well protected from scouting incursions. When all attempts at penetrating the border are met with destruction, the call goes out to the Ravens, a team of mercenaries hired by the government.

Silent Line introduced several new features. As the player's AC takes damage in missions, it's AC weaponry does as well, and if certain parts take too much damage they will be unusable for the rest of the mission, to be restored afterward. "Clone" weapons are also introduced, these are copies of existing weaponry with altered colors and statistics like lessened weight or increased ammo. Both concepts did not appear to go over well with players and were removed in the next AC game, Armored Core: Nexus. The cockpit viewpoint option from the previous game is now a selectable option in the Garage menu and includes a much more detailed view of the inner workings of AC operation. The viewpoint however is situated in the core rather than face level which will take getting used to.

Exclusive to this game is the AI AC feature which allows players to construct a separate AC unit operated by an AI. The AI directly emulates the player's fighting style and preferences by accumulating battle data from previously defeated Ravens in the Arena. To this end, it will mimic the user's movements and tactics. Once enough battle data has been cultivated, it will advance up a rank similar to the Arena. With each rank, the AI will become much smarter will be able to better emulate the player's actions. Defeating higher rank opponents will level up the AI faster.

The PlayStation Portable version was titled Armored Core: Silent Line Portable and released in Japan in 2009 and North America a year later. Features of this version include 16:9 widescreen support, improved menus, *ad hoc* wireless play and the ability to import save data from Armored Core 3 Portable.

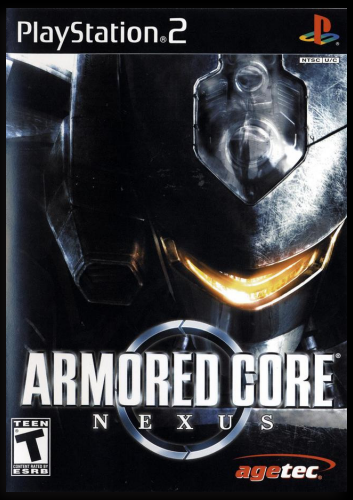
"armoredcore.wikia.com"

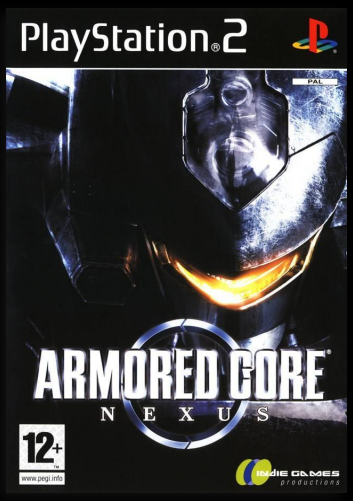


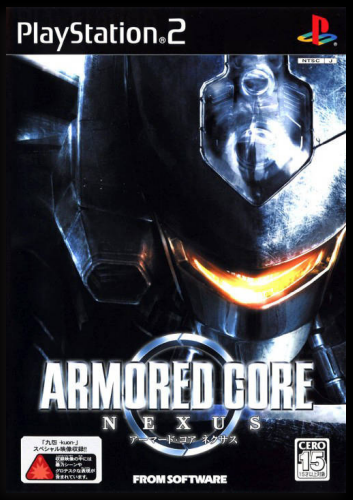
PlayStation.2
SILENT LINE
ARMORED CORE 3
アーマード・コア3
サイレントライン
3D戦闘メカアクション
2003年1月23日発売予定
標準価格 6,800円
FROM SOFTWARE
http://www.fromsoftware.co.jp/
株式会社フロム・ソフトウェア

Armored Core: Nexus

7.3







Developer	From Software
Publisher	From Software, (us) Agetec, (eu) Indie Games
Release date	(jp) March 18, 2004
Genre	Action, Third-person shooter
Mode	1-2 Players

Armored Core: Nexus is the sequel to Silent Line: Armored Core. In the game, years have passed since the incident at the Silent Line, and with it the collaborative effort began by the Corporations in response to it is long gone. The battle between the Corporations has re-emerged and continues unabated. Now a new Corporation has entered the scene; this Corporation, Navis, while nowhere near the size of the other Corporations, does have a trump card; it has complete control over a brand new and very useful resource, and they do not intend to share. The other Corporations obviously will not sit back and let that stand, so they set up contracts with Ravens through Raven's Ark. Of course, Navis is employing the use of the Ravens as well, and a full-scale conflict seems apparent on the horizon.

Armored Core: Nexus improves upon the Armored Core 3 game engine. The changes to the core system of the game are considerable, and so players are unable to import game data from the previous game, Silent Line: Armored Core or any other prior title.

New weaponry includes railgun energy cannons, extension solid and energy rifle ammo magazines, linear rifle, new hanger weaponry, and side anti-missile field extensions.

The game is broken down into two discs, EVOLUTION and REVOLUTION. The EVOLUTION disc features all new content in which the story of Armored Core: Nexus is played out. Much like Armored Core 2: Another Age most of the game's arena battles are played out in story-based missions. The REVOLUTION disc takes a look back at previous Armored Core titles, primarily the PlayStation era titles; Armored Core, Project Phantasma and Master of Arena. Completing missions in REVOLUTION unlock extra parts for a player's AC which are based on parts that appeared in previous AC games, including custom parts featured on the AC of Project Phantasma's main antagonist, Stinger, now available to the player for the first time ever.

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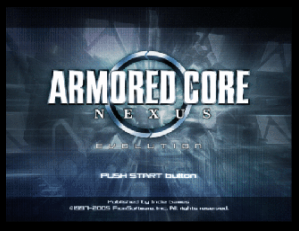
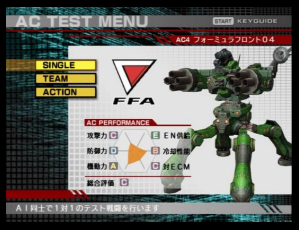


Armored Core: Formula Front

7.0



Developer	From Software
Publisher	From Software
Release date	(jp) March 3, 2005
Genre	Action, Strategy
Mode	1-2 Players

Unlike most other, action-oriented Armored Core titles, this installment is a strategy game. As the newly hired architect for a team that has just made it into Formula Front's Bottom League, the player has been tasked with assembling and preparing the team's ACs for battle against those fielded by other Bottom League qualified participants. The decision as to how the ACs should be operated in their upcoming matches, manually or AI-controlled, is left for the player to determine. Both methods offer their own unique challenges.

The player assumes the role of an "Architect". An Architect is a person who builds, programs and battles with a modified Armored Core known as a "u/AC" or an Unmanned Armored Core. u/ACs are AI controlled Armored Cores which compete exclusively in battling tournaments. u/ACs battle independent of the Architect's control, so the Architect must influence how the u/AC fights by customizing various part combinations and loading various program functions into the u/AC's AI. Formula Front is the first Armored Core game to be released on multiple platforms, originally on the PlayStation Portable and later on the PlayStation 2. In Japan it was released simply as Armored Core: Formula Front. In the United States the game was modified and released as Armored Core: Formula Front Extreme Battle, however the PlayStation 2 version was not released in North America. The American version of the game was then re-released in Japan entitled Armored Core: Formula Front International; this re-released Armored Core: Formula Front International edition is considered to be the ultimate edition as it also contains a large amount of additional battles not found in the American version of the game, and includes both Japanese and English text options (except for the tutorial videos which are only in Japanese).

The game also allows players to build their own Armored Core using 480 different parts. These part come in several categories. These categories are head, core, arms, legs, generator, fire control system, booster, radiator, extension, inside, right arm weapon, left arm weapon, back left weapon, back right weapon, right hangar unit, left hangar unit, and optional parts. Several different part types can also be available. For instance, there are three types of cores (OB, EO, and Standard). Other types of customization include paint, AI tune, Parts Tune, Repository, Sortie Order, Name Entry, Sample Emblem, and Edit Emblem.

There are several teams with which the player must compete with to reach the top of Formula Front. Some of these teams may contact players in their DAC. Many of them will request rematches. A few notable teams in the game are B.T. Wyvern, Ogre, AR tour team, Neonia, V.R. Expert, Peace Security, and Testarossa Artigiana.

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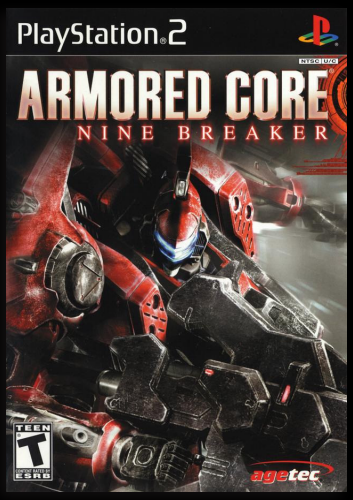
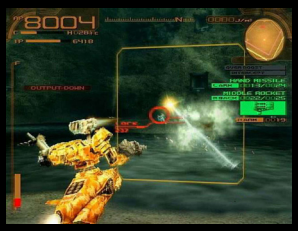
5.7



Armored Core: Nine Breaker

Developer	From Software
Publisher	From Software, (us) Agetec, (eu) 505 Game Street
Release date	(jp) October 28, 2004
Genre	Action, Strategy
Mode	1-2 Players



Armored Core: Nine Breaker is the 9th game in the series, playing off the Nine-ball reference of the game. It is difficult to determine whether Nine Breaker is a sequel or spin off of sorts. Two reasons for this are that: The Ravens' Ark still exists during this time and no Raven in Nine Breaker appears in Last Raven yet some Ravens from Nexus do appear.

Armored Core: Nine Breaker suggests that the Original Armored Core Universe and the Armored Core 3 Universe are the same. This is because Nine Breaker uses some Nexus Ravens and uses the Universe of Armored Core 3's parts and corporations while also using Nine-Ball who only appeared in the Original Armored Core Universe.

In a some-what controversial move, developer FromSoftware remodelled some of the basic elements of the Armored Core formula for Armored Core: Nine Breaker. Removed altogether are the storyline-based missions and instead 'training missions' have been added into the game, intending to develop a player's skill at piloting an AC. The game was divided into two modes, Training Mode and Arena Mode.

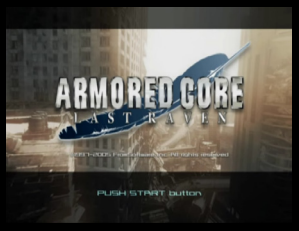
Training Mode put players' skills to the test by having them compete in various trials. These trials are broken down by category; Attack, Defense, Move, Technic, Special and Overall; and in each of these categories are five separate tests. Depending on how well a player does they are awarded gold, silver, bronze or fail status for the test. Getting consistent gold results unlock additional features like hidden parts or more trial missions.

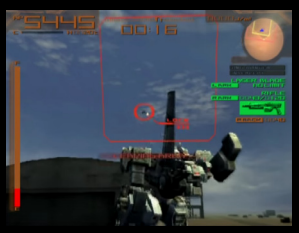
Arena Mode consist of arena battles. Starting from the very bottom of the arena ladder the player can compete in arena matches against a wide array of other Ravens (nearly 200) and collect points for each win they score. When certain requirements are met new AC parts are unlocked.

Nine Breaker has been the most widely criticized of all the AC games due to its lack of a storyline, its difficulty, the repetitiveness of its training and arena missions and its lack of any real accomplishment.

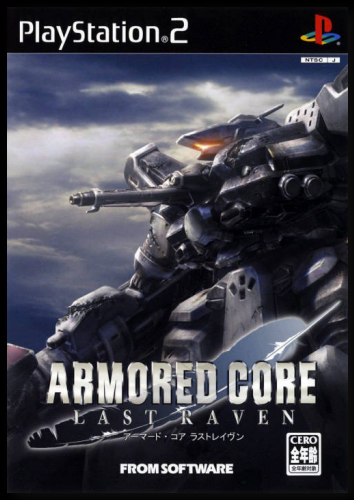
Armored Core: Last Raven

5.9





Developer	From Software
Publisher	From Software, (us) Agetec, (eu) 505 Game Street
Release date	(jp) August 4, 2005
Genre	Action, Strategy
Mode	1-2 Players



Armored Core: Last Raven is the last game to follow the storyline started in Armored Core 3, and the direct sequel to Armored Core: Nexus. Last Raven is also the last game to use the Armored Core 3 engine as a basis for its graphics, as the next game in the series would use a new engine built specifically for the PS3 and Xbox 360.

The game features a branching plot line with multiple distinct endings, a first for the Armored Core series. Depending on the players' actions within the game and which of the factions they ultimately side with the game's plot and ending will vary dramatically. There are six distinct endings featured in the game.

In addition to a graphical update from Armored Core: Nexus, Last Raven's game engine has undergone another significant overhaul. 19 new parts have been added from Armored Core: Nine Breaker; 5 heads, 5 cores, 2 back weapons, 4 right arm weapons and 3 left arm parts. The majority of new parts are remakes of parts from previous PlayStation and PlayStation 2 era Armored Core games.

Some ballistic weapons such as assault rifles and machine guns now have a magazine loaded into the unit, meaning once a certain number of shots have been fired at once, the weapon must "reloaded" before it can be fired again

Boosters are now affected by a new "Acceleration" stat that affects how quickly your booster is able to reach top speed. This drastically affects booster selection and gives certain boosters previously overlooked new use and meaning.

The Garage section of the game has been streamlined with the menu and assembly system being made faster and easier to navigate. The number of ACs a player has access to in their garage has been increased from 3 to 5 and a physical garage environment and has also been created as the in-game menu screen (Players have been given the option to view their ACs from whatever angle they chose using the analog control sticks while at this screen). Another new addition, is the ability to see how any part change can affect the AC in every statistic.

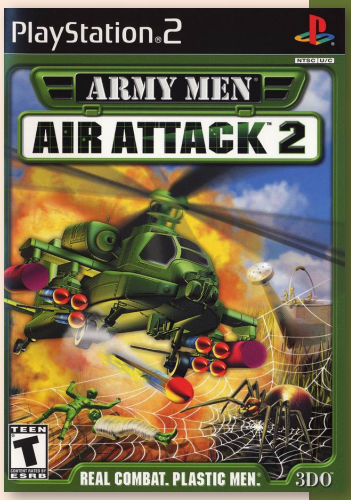
7.5

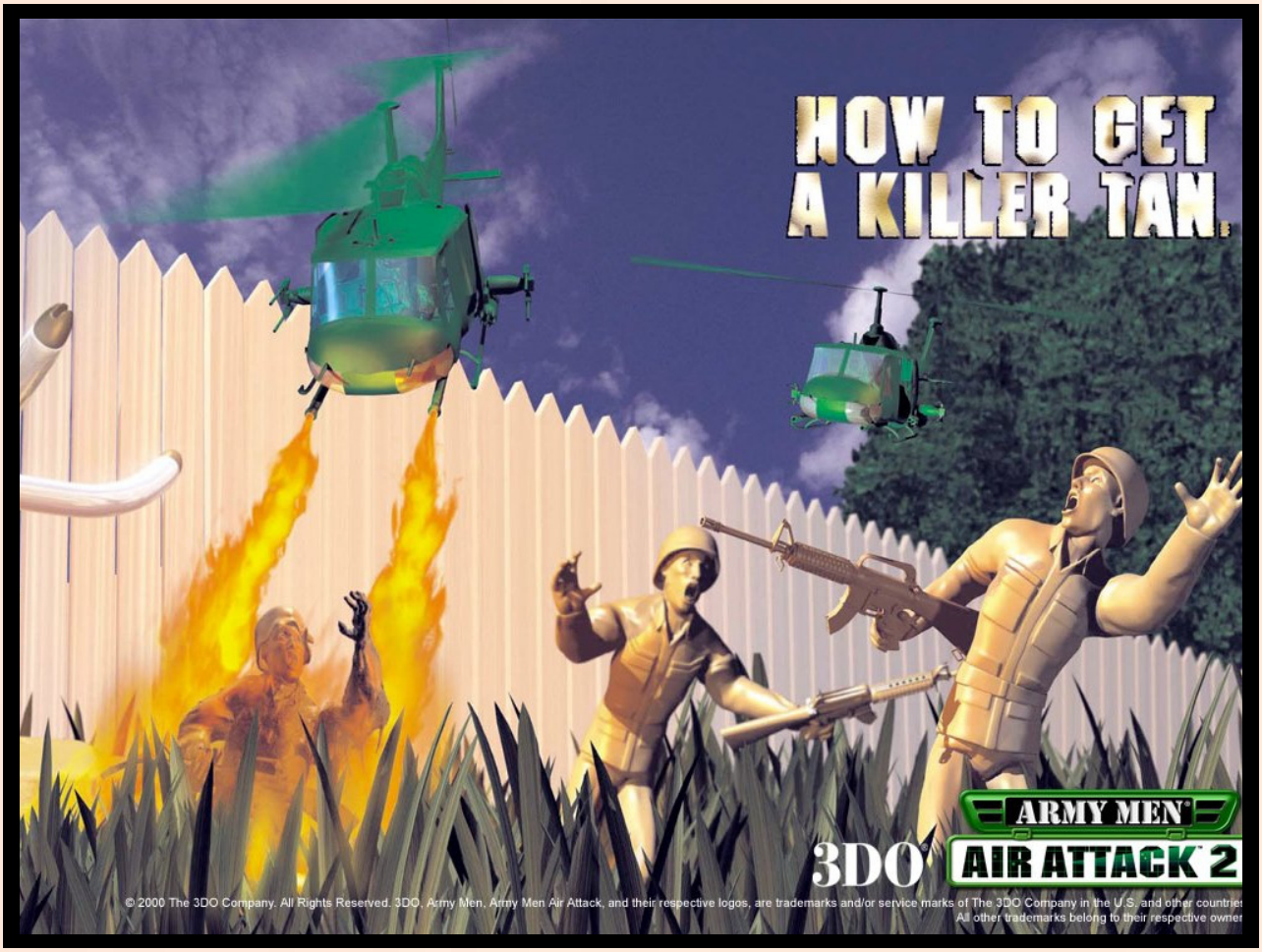
Army Men: Air Attack 2

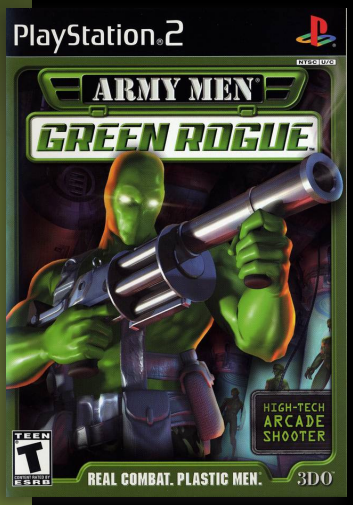
Developer	3DO
Publisher	3DO
Release date	(us) March 23, 2001
Genre	Action, Shooter
Mode	1-2 Players

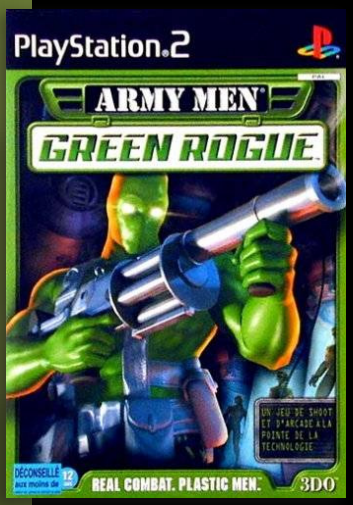
Army Men: Air Attack 2 is a shooting games similar to the ones in EA's Strike series. The player controls a green toy helicopter through a suburban setting. The aircraft is equipped with weapons and a winch. At the start of each mission, the player can choose the helicopter model and its co-pilot (whose characteristics modifies the behavior of the airship. For example, a specialist in guns increase the accuracy of shots). The mission objectives vary: there are rescue missions, where the winch is used to collect a character or object, demolition missions, where something has to be destroyed, and escort missions, where something must be protected from enemy attacks.

The game was met with positive to average reception. GameRankings and Metacritic gave it a score of 68% and 75 out of 100 for the PlayStation 2 version.









Army Men: Green Rogue

3.9

Developer	3DO
Publisher	3DO
Release date	(us) March 25, 2001
Genre	Action, Shooter
Mode	1-2 Players

Army Men: Green Rogue is an action game developed by 5000ft for the PlayStation and The 3DO Company for the PlayStation 2. It was published by The 3DO Company for both PlayStation and PlayStation 2.

The game is set during the time of “Sarge’s Heroes”. Players assume the role of the Omega Soldier, a genetically modified super soldier that is composed of the DNA of the Bravo company commandos. When the Omega Soldier is being transferred from the science facility by helicopter to a training facility, the chopper is ambushed by two Tan choppers, causing the chopper to crash, killing everybody aboard except for the Omega Soldier. Shot down and left for dead behind enemy lines, it’s up to him to stop the Tan Army.

Unique to this game is the fact that all of Omega Soldier’s weapons are made of metal instead of plastic. The game incorporates a 3rd person shooter with a coin-op, shoot’em up style of gameplay making it differ slightly from previous games.

N P

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3DO

6.8

Army Men: Major Malfunction

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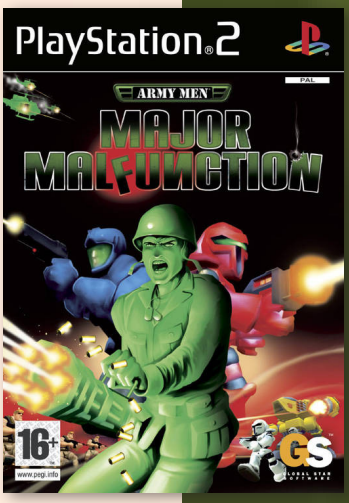
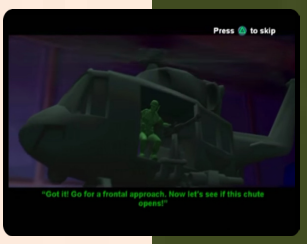
Developer	Team 17
Publisher	Global Star Software
Release date	(eu) August 4, 2006
Genre	Action, Shooter
Mode	1 Player

Army Men: Major Malfunction was released in 2006 for Xbox and PlayStation 2 consoles. The name Major Malfunction is derived from R. Lee Ermey's quote in Full Metal Jacket, *"What is your major malfunction, numbnuts?"*.

The main character is a soldier named Private Anderson. He is forced to fight his way through many enemy soldiers as he tries to defeat the main villain, Major Malfunction, who has taken over the house with his toy army.

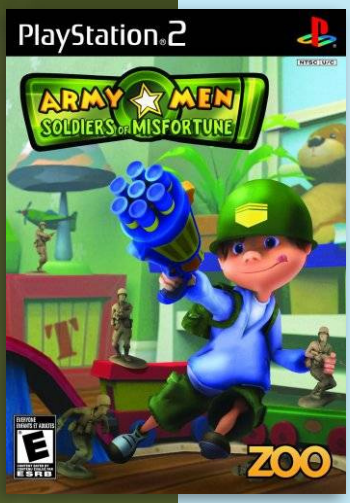
The game is a 3rd-person platformer/shooter. Players will shoot, dodge, and jump through over 30 missions. Each level has 10 service medals hidden in out-of-the-way places, which unlock extras. Weapons include, among others, the standard assault rifle, a mini-gun, and a bazooka, with weapon power-ups scattered around the levels.





Army Men: Soldiers of Misfortune

2.4



Developer	Big Blue Bubble Inc.
Publisher	DSI Games
Release date	(us) November 4, 2008
Genre	Action, Shooter
Mode	1 Player

Army Men: Soldiers of Misfortune is a 3D third-person shooter and spin-off of the Army Men series. Players assume the role of a boy named Timmy. Timmy's tan toy soldiers have begun a war against his green toy soldiers, and now he enter the war against the tan soldiers. Timmy shrinks to the size of a toy soldiers and has to fight the tan soldiers across the house.

While players traverse the house, additional health and weapons can be picked up. The game offers five missions in which they have to rescue allies, disarm threads and fight of the enemies. Sometimes vehicles like tanks, jeeps and planes can be entered and used.

"mobygames.com"

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Army Men: Sarge's Heroes 2

5.4

Developer	3DO
Publisher	Midas Interactive Entertainment, (us) 3DO
Release date	(eu) January 3, 2001
Genre	Action, Shooter
Mode	1-2 Players

Unlike the previous game which was more dark in tone, this game has more of a lighthearted storyline.

SH2 starts where SH left off. It is announced that the capture (POW) of Field Marshal Tannenberg will end the war. Since General Plastro has disappeared, it is suggested that he has become a victim of plastrification and been trapped in the real world. The game introduces Bridgette Bleu, a spy for the Blue Nation. She has developed a serum that reverses plastrification. The players job as Sarge and sometimes Vikki is to destroy the serum, eliminate Tan soldiers, and capture Plastro and Tannenberg (and as Sarge players sometimes have to rescue Vikki as she has a knack for getting into trouble.)

The game goes between Sarge's 'realistic' world and our world, in which Sarge is the size of a typical plastic Army Man soldier.

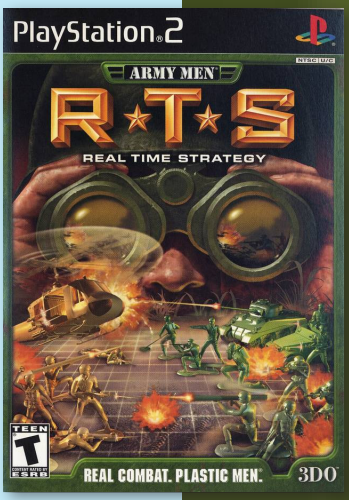
N P

Army Men: RTS

6.8

J N P

Developer	Pandemic Studios
Publisher	3DO, (jp) Capcom
Release date	Real-time strategy
Genre	(eu) May 24, 2002
Mode	1 Player



Army Men: RTS is a real-time strategy video game in the Army Men video game series. In this game, players command their Green troops, from the simple soldier to high powered tanks, against a former fellow Green commander who is now leading the enemy, the Tan Forces. The mission is simple, kill the traitor and his forces before all out chaos begins.

The familiar "Red Alert" style resource management system allows players to choose from a wide range of attack and defense options. Resources themselves come from siphoning plastic and electricity from discarded toys, batteries and the like scattered around the battlefield. When players lose a building or soldier, they can melt it down to re-build a new building or soldier.

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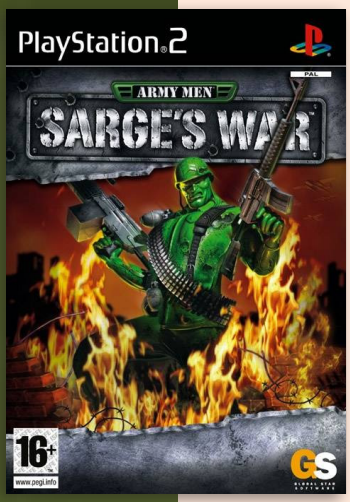
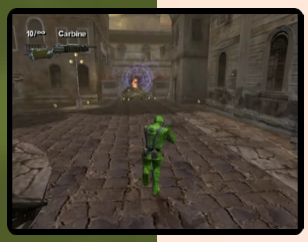
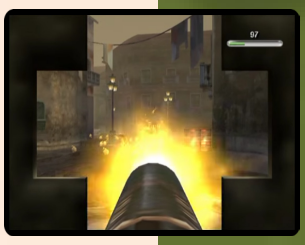
Army Men: Sarge's War

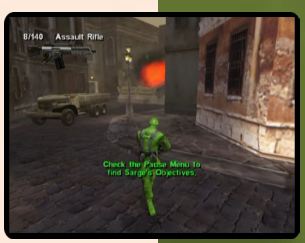
7.5





Developer	Tactical Development
Publisher	Global Star Software
Release date	(eu) July 23, 2004
Genre	Action, Shooter
Mode	1 Player





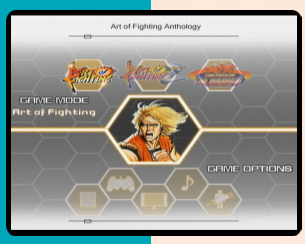
P

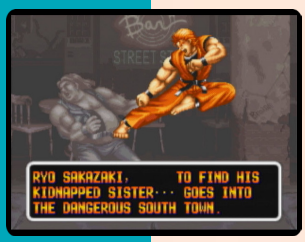
Army Men: Sarge's War is the third and final entry in the Sarge's Heroes main series. It was initially developed by series creator The 3DO Company but after that company's bankruptcy was purchased and completed by Global Star Software. The game is more mature and darker than earlier games in the series. Sarge makes no comical moves, holes are blown into soldiers, and the weapons are also made of metal.

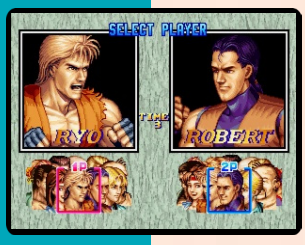
The game was generally rated as average or below average. Improvements on previous games included a new lock on feature as well as the ability to blow off enemy limbs. Most reviews also said that the darker appearance was nice. Drawbacks included sub-par graphics, repetitive gameplay and poor enemy AI.

Art of Fighting Anthology

6.0







Developer	SNK Playmore
Publisher	SNK Playmore, (eu) Crave
Release date	(jp) May 11, 2006
Genre	Fighting, Compilation
Mode	1-2 Players

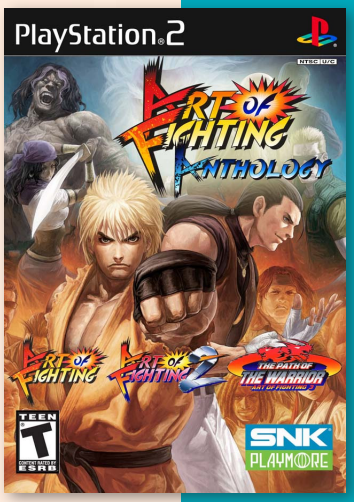
This is a compilation of the three games in the Art of Fighting series; Art of Fighting (1992), Art of Fighting 2 (1994) and Art of Fighting 3: The Path of The Warrior (1996). The compilation also includes a color edit mode and arranged music scores for all three games. The game stays true to the original Neo Geo versions.

The original Art of Fighting series, starting in 1992, follows the conventions of the time in the sense that the player faces a variety of opponents in best two-out-of-three matches. Each of the game's characters have a unique fighting style and set of special techniques. The player has two basic attacks—punch and kick—as well as a utility button that switches between punches, kicks, and throws. A fourth button is used for taunting. Art of Fighting's contribution to the genre was the inclusion of a "spirit gauge" underneath the character's life bar. When characters perform special techniques, their spirit gauge is depleted and their special attacks become weaker. Players can also drain their opponent's spirit gauge by taunting them.

The Art of Fighting series was also the first fighting series to allow players to perform a "super attack." In the original Art of Fighting, the player's character can learn a super attack (dubbed the super death blow) by completing one of the game's bonus rounds (this technique is available by default in the 3rd game). All three games also feature "Desperation Attacks" that can only be performed when the player's health is low and the life bar is flashing.

The series also introduced graphical scaling into the fighting game genre: as the characters move towards each other, the camera zooms in to maximize the level of detail. Character sprites in Art of Fighting change as the fight progresses to become more bruised and cut as damage is taken.

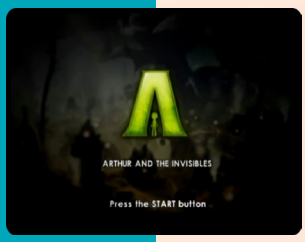
Art of Fighting was the first fighting game by SNK to feature the character designs of former illustrator Shinkiro, who would go on to do the character designs for the later Fatal Fury and The King of Fighters games.



J N P

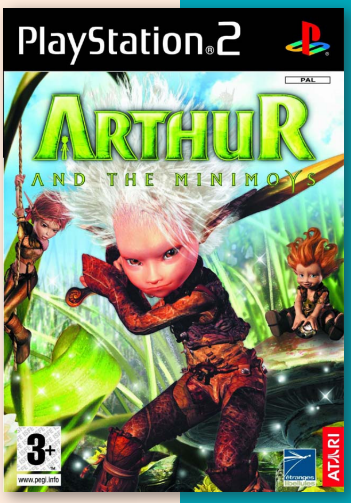
Arthur and the Invisibles

6.6



N P

Developer	Etranges Libellules
Publisher	Atari
Release date	(us) January 9, 2007
Genre	Action-adventure
Mode	1 Player



Arthur and the Invisibles, known in Europe as Arthur and the Minimoys, is based on the 2006 film of the same name by Luc Besson.

Gameplay revolves around the teamwork of the trio: Arthur, Selenia and Bétamèche. Players can progress by combining the three characters' skills. A common puzzle throughout the game involves stacking pieces of a totem pole, called a "Flagstone", in order to open doors.

Asobi ni Iku yo! Chikyuu Pinchi no Konyaku Sengen

6.6

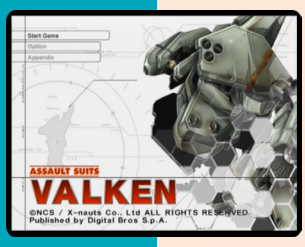
Developer	Idea Factory
Publisher	Idea Factory
Release date	(jp) July 27, 2006
Genre	Adventure
Mode	1 Player

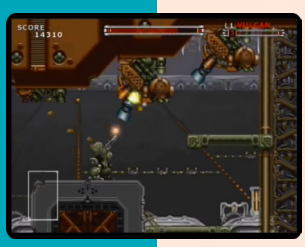
J

The story revolves around Kakazu Kio, an ordinary high school freshman living in Okinawa. A cat eared girl named Eris appears before him during a memorial service for one of his family ancestors. She claims she is an alien. Before long, fanatical alien worshippers and a mysterious government agency are in hot pursuit of her. Kio finds himself having to protect Eris from everyone.

Assault Suits Valken

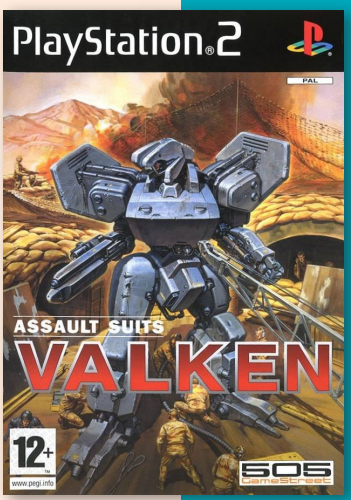
6.8





J P

Developer	Psikyo
Publisher	NCS, (ko) X-Nauts, (eu) 505 Game Street
Release date	(jp) August 26, 2004
Genre	Action-platformer
Mode	1 Player

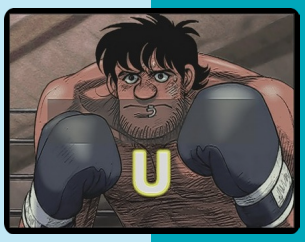


Cybernator, known in Japan as Assault Suits Valken, and originally released on Super Nintendo, is a side scrolling mech combat game and platform game. The player controls Jake as he moves his assault suit left and right on the battlefield.

The PlayStation 2 version is not a straight port or emulation of the original SNES game. It has altered visuals and balance tweaks, as well as a brief new stage at the beginning.

Ashita no Joe Touchi: Typing Namida Hashi

6.0



Developer	Dual
Publisher	SunSoft
Release date	jp (March 29, 2001)
Genre	Educational, Action
Mode	1 Player

Ashita no Joe Touchi Typing Namida Hashi is a typing game based on the anime/manga boxing series by Ikki Kajiwara and Tetsuya Chiba. The game was also released with a Keyboard Pack for playing the game. The game plot follows the original manga one, and the player progress through the story typing in each scene.

"psxdatacenter.com"

J

Ashita no Joe: Masshiro ni Moe Tsukiro!

6.8

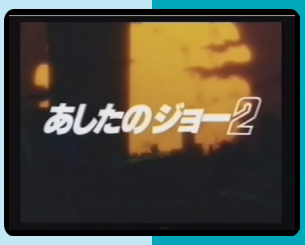
J

Developer	Konami
Publisher	Konami
Release date	(jp) December 4, 2003
Genre	Sports
Mode	1-2 Players

The game recreates the manga and animation with familiar characters, memorable matches and a faithful storyline. Boxing matches are viewed from a side perspective. Regulation issue health meters above each boxer gauge the progress of the fight. The story starts from Joe meeting Dappei in the slums and ends after Joe's match with Hose Mendoza.

Ashita no Joe 2: The Anime Super Remix

7.0



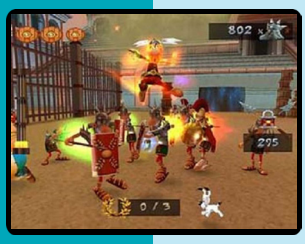
J

Developer	Capcom
Publisher	Capcom
Release date	(jp) June 20, 2002
Genre	Mini games
Mode	1 Player

In Ashita no Joe 2, Joe is a boxer haunted by the fact he killed his idol in a match. Based on the classic manga series, gameplay involves training in mini games that must be successfully completed to unlock the hidden episode with plenty of rewards along the way. The name translates as 'Tomorrow's Joe', but in previous incarnations went under the title of 'Legend of Success Joe.'

Asterix & Obelix: Kick Buttix

5.9



N P

Developer	Etranges Libellules
Publisher	Atari
Release date	(eu) March 19, 2004
Genre	Action
Mode	1 Player

Asterix & Obelix: Kick Buttix, released in US as Asterix & Obelix XXL, is an action adventure game based on the French comic book series.

The game takes players through six different countries made up of 47 areas, totaling in 40 plus levels. The gameplay is varied from battling hundreds of romans at once to riding/racing sequences and puzzle solving.

Asterix & Obelix XXL 2: Mission: Las Vegum

7.4

P

Developer	Etranges Libellules
Publisher	Atari
Release date	(eu) June 30, 2006
Genre	Action
Mode	1 Player

Asterix & Obelix need to fight their way through countless Roman soldiers in order to find and free the druids hidden in the different themed areas of the park. On their way they team up or fight against several game-inspired NPCs like Sam Shieffer or Larry Craft. To fight foes the characters have several attack combos and special items like the famous magic potion at their disposal.

Asterix at the Olympic Games

8.0

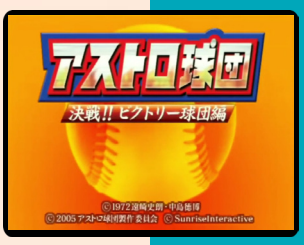
P

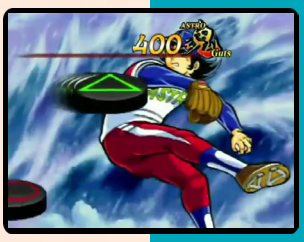
Developer	Etranges Libellules
Publisher	Atari
Release date	(eu) February 28, 2008
Genre	Action
Mode	1-2 Players

Like in Astérix & Obélix XXL 2: Mission: Las Vegum players take control over both Asterix and Obelix and fight their way through hordes of Romans, building up combos with their punches and solving small riddles on the way. But since the characters are taking part in the Olympic Games, there are also several mini-games needing to be beat in order to progress further in the story.

Astro Kyuudan: Kessen!! Victory Kyuudanhen

6.0





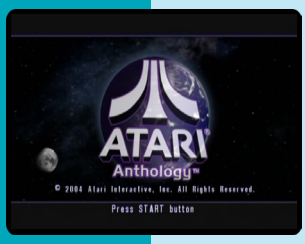
Developer	Sunrise Interactive
Publisher	Sunrise Interactive
Release date	(jp) November 23, 2005
Genre	Adventure
Mode	1 Player

Astro Kyuudan: Kessen!! Victory Kyuudanhen is based on the baseball manga by Shiro Tokorozaki and Nakajima Tokutohi. The game has a baseball setting and feature mini-games with adventure gameplay. Players have to push the correct buttons at certain key points to advance the plot.

J

Atari Anthology

6.6

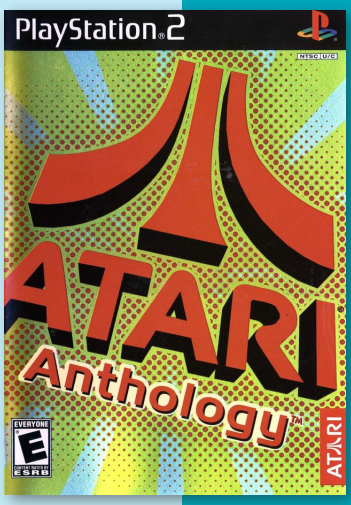


N P

Developer	Digital Eclipse
Publisher	Atari
Release date	(us) November 22, 2004
Genre	Compilation
Mode	1-4 Players

Atari Anthology, also known as Atari: 80 Classic Games in One!, contains Atari games from the 1970's and 1980's. Over 85 games are reproduced, including arcade titles and Atari 2600 titles.

Each genre of game is broken down into an individual hub where gamers can check out both arcade and home came versions of these classics. As bonus features, gamers are offered comics, manuals, catalogs, and updated visual modes.



Athens 2004

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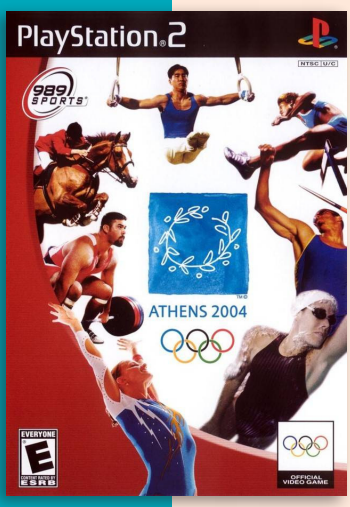


Developer	Eurocom Entertainment Software
Publisher	SCEE, (us) SCEA, (jp) SCEI
Release date	(eu) July 2, 2004
Genre	Sports
Mode	1-4 Players

The official game of the Games of the XXVIII Olympiad held in Athens in August 2004, Athens 2004 features 25 events spread around 8 sports, the real stadiums and arenas such as the state of the art Olympic Stadium built for the competition and the Panathinaiko, venue of the first modern Olympics, and 64 nations from all around the world.

"mobygames.com"

J N P

Astro Boy

5.4

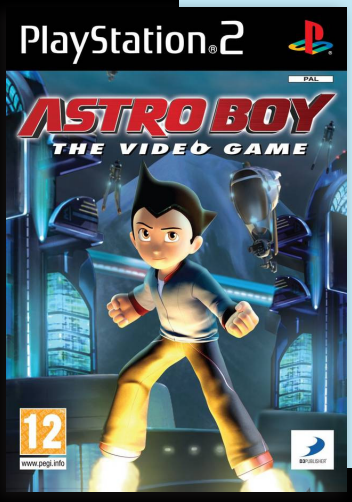
Developer	Sonic Team
Publisher	Sega
Release date	(jp) March 18, 2004
Genre	Action
Mode	1 Player

Astro Boy, known as Astro Boy: Tetsuwan Atom in Japan, is an action game based upon the 2003 anime series Astro Boy. The story deviates from the series with several noticeable changes such as the absence of important characters like Skunk and the lack of story background for characters.

Players take the role of the robotic boy, Astro, who has to fight alongside the humans to prevent robots to take over Metro City. Through the game he gains new abilities, including Rocket Feet, Arm Cannon and 100,000-Horsepower Strength. Between missions players can freely fly through Metro City, trying to find collector cards and completing different tasks.

The game received mixed reviews.

Astro Boy: The Video Game



Developer	High Voltage Software
Publisher	D3Publisher
Release date	(us) October 20, 2009
Genre	Action-platformer
Mode	1-2 Players

Astro Boy: The Video Game is based on the 2009 CG animated film of the same name. The game allows the player to be Astro Boy, utilising his array of weapons while fighting robot armies. The game features levels set on the ground, in which Astro fights while advancing by walking, and also in the air, which mainly includes Astro shooting airborne enemies down using his finger laser, reminiscent of Omega Factor's gameplay in a 2D platformer format. While attacking, alongside his normal attacks, a player may wish to activate a 'Special Attack', provided they have enough energy to do so. A meter limits the amount of Special Attacks a player can use, being Arm Cannon, Butt Machine Guns and also Absorb (which allows the player to recharge a certain portion of their health).

5.6

The world's first anime is now the last word in action.

Use Astro's Arm Cannon to stop the Blue Knight.

Pack a 1,000,000 horsepower punch against Atlas.

Blast enemies with Astro's Digibeam Laser Finger.

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PlayStation.2

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6.4

Atelier Marie + Elie

Limited Edition

Developer	Gust
Publisher	Gust
Release date	(jp) October 27, 2005
Genre	Compilation, Role-Playing
Mode	1 Player

This PS2 title features remakes of both original Atelier Iris predecessors. Gust has improved the visuals to PS2 levels, updated the mini games, made the voices clearer and reformatted the interface.

The two games is centered around collecting ingredients, usually outside of town, creating items, and using the items for various quests or for use in battle.

Atelier Marie: The Alchemist of Salburg is the first game to be officially released in the Atelier series, and the first in the Salburg trilogy.

Salburg is home to the famous Salburg Academy, which specializes in the studies of alchemy. The school is revered as producing some of the best alchemists on the entire continent.

The game's main protagonist Marie is getting the worst grades in Salburg Academy's history. Despite her embarrassment, Marie consantly tries to improve herself, but also constantly fails. Miserably failing at alchemy, her instructor Ingrid decides that Marie needs to be taught with unconventional methods.

Ingrid allows Marie to open her own workshop to practice her alchemy outside of class while still continuing her studies. Marie will have five years to create an item using the skills she has learned through alchemy. If Marie is able to create an item that is to Ingrid's satisfaction, Marie will graduate in five years' time.

The game features 7 unique endings (6 in the original version), and the player's final ending will be determined based on the player's actions throughout the course of the game.

Marie can synthesize items at the workshop. The method of making items is very simple, as items do not have qualities or traits like they do in newer Atelier releases. Marie will or will not be able to make an item based on her level, and each item requires certain ingredients.

The first-print copies of the Sega Dreamcast version, released in late 2001, were infected with the Kriz computer virus. The virus infected Windows-based computers when the game disc was inserted and had no effect on the Dreamcast system itself. The screensaver virus erased the CMOS and BIOS settings, and attempted to overwrite files located on hard drives and the local network. The game was recalled by the publisher due to the virus.

Famitsu gave the original PlayStation version a review score of 36/40, the highest score for an Atelier title prior to Atelier Escha & Logy: Alchemists of the Dusk Sky.

atelier.wikia.com

Atelier Elie

エリーのアトリエ

～ザールブルグの錬金術士2～

Atelier Elie: The Alchemist of Salburg 2 is the second game to be released in the official Atelier series, and is the second game in the Salburg trilogy.

It is a direct sequel of Atelier Marie: The Alchemist of Salburg, and takes place 6 years after the events of the first game.

After the main protagonist Elie was saved by Marie, Elie decides to follow in Marie's footsteps. She enrolls herself into the very same academy that Marie was once a student at in hopes of becoming a great alchemist. Because of the nature of the game, the player can pursue different directions for Elie's life.

The game follows an "open world" type style, which allows the player to make a variety of choices on how the game will progress. In total, there are 10 regular endings and 2 bad endings that are achievable.

In total, there are 200 items to collect and synthesize in Atelier Elie. This is double the number that Atelier Marie had. There are three ways to synthesize: recipe synthesis, blend synthesis, and original synthesis. These become available gradually as the player improves their alchemy. Recipe synthesis is synthesis completely according to the item's recipe and blend synthesis allows the player to tweak the formula to their own liking. This can have both positive and negative effects.

Just like in Atelier Marie, Elie will be able to adventure to areas outside of town. By defeating monsters, it will be safe for Elie to gather ingredients that she will be able to use for alchemy. Some materials are only available during certain seasons, and special events may also occur when out gathering.

Elie is able to take tasks from the Tavern to earn popularity and money. The more popular she becomes, the more likely that high-leveled adventurers will want to accompany her outside of town. It is also vital to unlock friendship events and to earn money. There are two types of tasks: one where the player has to turn in a set amount of a specific item (offered by Dio and Flea, just as in Marie), and one type where the player has to turn in items that fit a certain category. Kugel's tasks present the player with several choices of what to turn in, and choosing poorly will have an effect on Elie's reputation. Elie's allies may also request items from her when she is in the workshop.

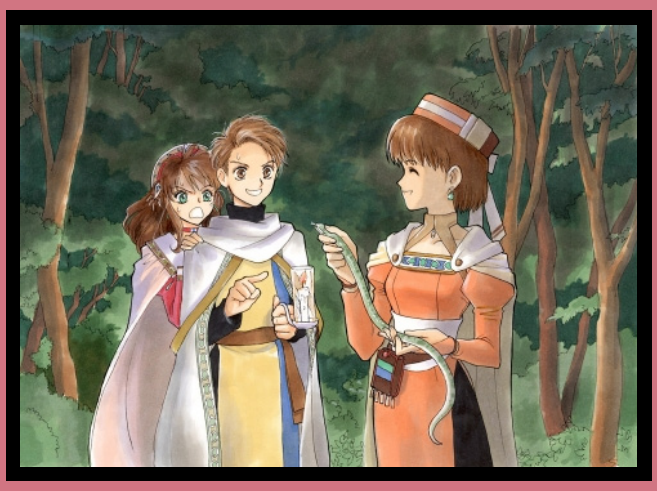
Fairies can be hired to help with gathering or synthesizing. Fairies of different color rank have different abilities and hiring costs. By doing work, they will earn experience and can level up to a higher color rank. The hiring costs will remain constant and not be affected when a fairy levels up.

There are also fairies who aren't hireable, but will offer to clean Elie's workshop or sell items.

The game features many characters from Atelier Marie, but also has a list of new characters to the franchise.

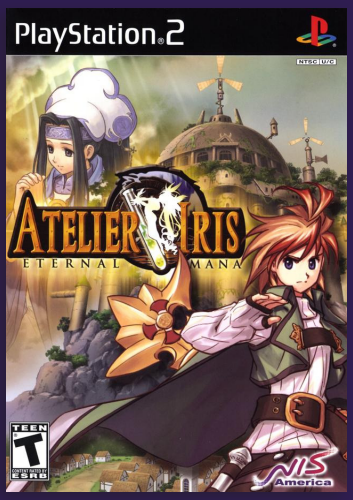
Since 2008, Atelier Marie and Atelier Elie have been available through the PlayStation Store for PlayStation Vita, PlayStation Portable, and PlayStation 3.

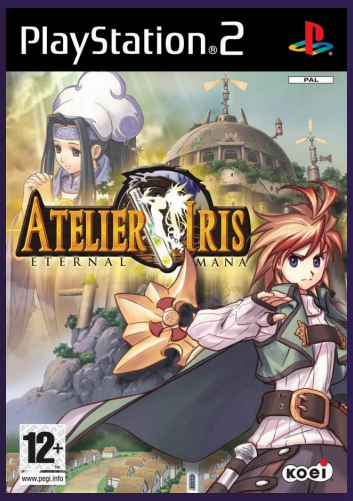
atelier.wikia.com



Atelier Iris: Eternal Mana

7.4





J N P

Developer	Gust
Publisher	Gust, (us) NIS America, (eu) Koei, (au) THQ
Release date	(jp) May 27, 2004
Genre	Role-Playing
Mode	1 Player

Atelier Iris: Eternal Mana (Irisu no Atorie Etānaru Mana) is the 6th core Atelier game and the first in the Iris Saga. Despite the Atelier series' long run and popularity in Japan, Atelier Iris was the first of the series to be released in the U.S.; this release and the English translation were done by NIS America. Japanese voice-overs can be enabled.

The game follows the young alchemist Klein Kiesling, who is travelling to learn more about alchemy together with his friend, the Wood Mana, Popo. One day, he is saved from a monster by Lita Blanchimont, a young Galgazit, monster hunter. Lita eventually recruits him to become an Galgazit as well, and they start working together in the town of Kavoc. However, Klein is soon caught in many troubles, and eventually becomes involved in a quest of saving both the world and Lita.

Alchemy in Regallzine is not as wide spread as alchemy in most of the other Atelier titles. Alchemists are now rare and often focus their studies on the legendary city of Avenberry or on the alchemist Iris Blanchimont, who lived before Avenberry's fall. Those who don't study Iris or Avenberry wander the world, seeking ancient recipes and artifacts for synthesis.

From a gameplay perspective, Alchemy is divided into two categories: Mana Items, created with the aid of spirits called Mana and normal item creation, such as cooking or preparing explosives. In order to craft items with the power of Mana, an alchemist must break items, such as stones and barrels, into base elements to draw from.

Atelier Iris is notable for having several in-game actions that help in exploring the game's world, including unusual ones such as flying, changing into a rabbit, using a Mana as a footstool, or healing the whole party. These actions are gained each time a new Mana joins the party.

Atelier Iris: Eternal Mana received mixed to positive reviews. It received an aggregated score of 77.74% on GameRankings based on 49 reviews and 74/100 on Metacritic based on 38 reviews.

atelier.wikia.com

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THE AZOTH OF DESTINY

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EVERYONE 10+
E
10+
ESRB
Fantasy Violence
Mild Language
Mild Suggestive Themes
Use of Alcohol and Tobacco

PlayStation.2

NIS America

GUST

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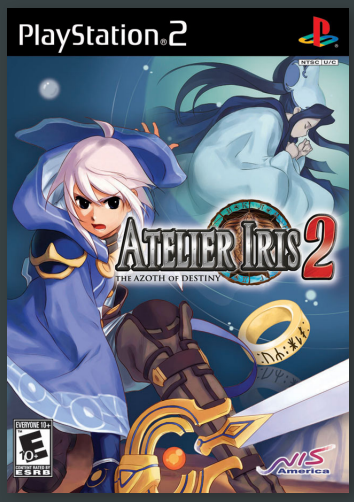
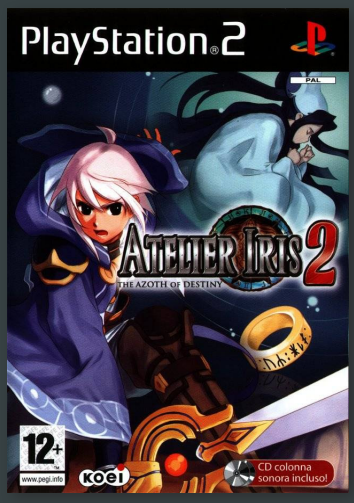
Atelier Iris 2: The Azoth of Destiny

6.8





J N P

Atelier Iris 2: The Azoth of Destiny, released in Japan as Atelier Iris: Eternal Mana 2, is the seventh game in the official Atelier series, and the second game in the Iris Series.

Although the game was released after Atelier Iris: Eternal Mana, the game's story is a prequel to the first game in the Iris series. It features the first physical appearance of Iris Blanchimont.

The story follows Viese and Felt, two orphans from the land of Eden. At the beginning of the story an earthquake has caused vast portions of the land to disappear. Viese and Felt have volunteered to find out what has happened and to prevent the world of Eden from being destroyed completely. With the aid of a magical sword called the Azure Azoth, Felt sets off through a gate to another world called Belkhyde to search for the answer to their trouble while Viesa remains in Eden to take care of things there.

Although Atelier Iris 2's combat system is an improvement from its predecessor's, out-of-battle gameplay is less complex and the alchemy and invention systems were merged. Battles are primarily turn-based. The game is unique in having two playable, switchable characters: Felt and Viese. Felt focuses on exploration and battle, and Viese on item creation and support. Only Viese can use alchemy, although Felt collects alchemical recipes.

Atelier Iris 2 has an item-customization and -creation scheme known as alchemy. By obtaining a recipe and the necessary ingredients, items can be synthesized for equipment or to progress in the game. Alchemy is divided into three categories: mana items, accessories and alchemy items.

Field play was simplified from the game's predecessor. Instead of possessing a number of tools to solve puzzles, each character has the ability to jump and absorb mana.

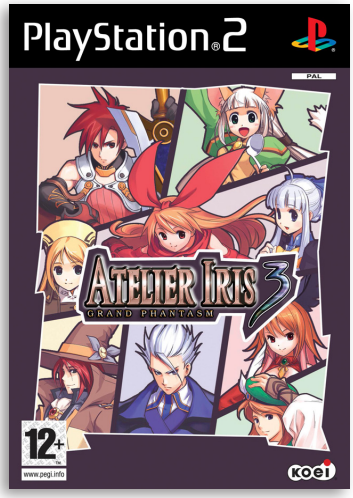
Similar to its predecessor, Atelier Iris 2 has several playable characters.

Japanese voice-overs can be enabled.

Developer	Gust
Publisher	Gust, (us) NIS America, (eu) Koei, (au) THQ
Release date	(jp) May 26, 2005
Genre	Role-Playing
Mode	1 Player

Atelier Iris 3: Grand Phantasm

6.3



J N P

Developer	Gust
Publisher	Gust, (us) NIS America, (eu) Koei, (au) THQ
Release date	(jp) June 29, 2006
Genre	Role-Playing
Mode	1 Player

Atelier Iris 3: Grand Phantasm is the eighth game in the official Atelier series, and the last in the Iris trilogy.

The story takes place around a city called Zey Meruze, that resembles Venice in that it is criss-crossed by water channels (with Fairies offering a gondolier service.) However, Meruze also has portals to other dimensions, called "Alterworlds" where, for some reason, humans can't stay for more than a short time (they eventually are magically transported out.) Iris (who in this game is still an amateur alchemist) and her friends Edge and Nell work as "raiders" for the Raiders Guild, an organization that performs tasks for people for a price. Usually these involve missions into the Alterworlds, but can also be as mundane as finding missing pets.

The game basically follows Iris's team as they rise through the Guild's ranks. The real story, however, involves a sealed book that Iris owns- and which contains an enormous power that can only be released by finding eight "gem-like fragments"- so she looks for them, and like any other journey it won't be that simple.

Players guide their party of adventurers through the town of Zey Meruze which acts as a central hub and five different areas called Alterworlds, acting as the dungeons. In order to progress through the game, players must undertake quests which are obtained from the Raiders Guild in town. This system is a departure from previous games in the series, and allows players to undertake multiple tasks at once and to choose their own way through the game to an extent. As tasks are completed, the party gains guild points. Once enough guild points are gained for the next rank, the next part of the main plotline follows, before more side-quests in the form of tasks are made available.

Atelier Iris 3: Grand Phantasm received mixed reviews, resulting in an aggregated score of 64.78% on GameRankings based on 39 reviews and 63/100 on Metacritic based on 34 reviews.

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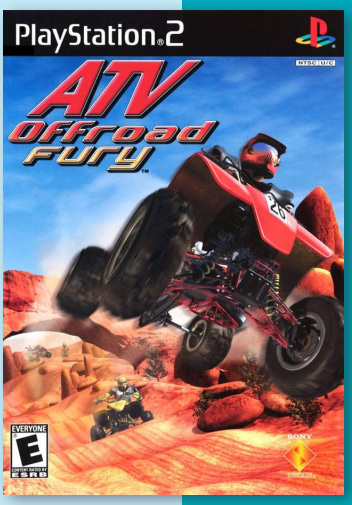
ATV Offroad Fury

8.2

Developer	Rainbow Studios
Publisher	SCEA, (eu) SCEE
Release date	(us) February 5, 2001
Genre	Racing
Mode	1-2 Players

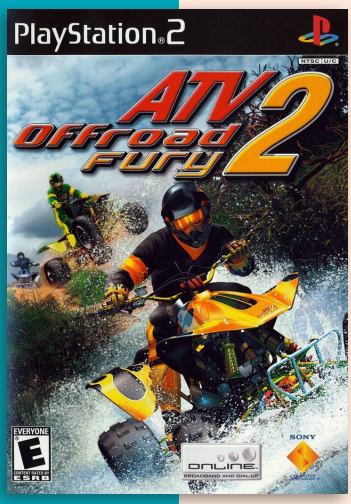


ATV Offroad Fury is a racing game released exclusively for the PlayStation 2. The player may choose between 12 different types of all-terrain vehicles and race on 20 different free-roaming tracks in a variety of types, including Training, MAXXIS Nationals, Stadium Supercross, Freestyle Competitions, Cross Country Enduro, and Pro-Career, as well as various multiplayer modes. Each of the different game types have different objectives the player must accomplish in order to succeed. The player can perform stunts in Freestyle and it will award them with points.

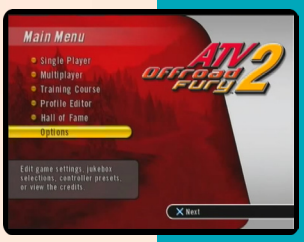
The game features three race "modes" that can be accessed through the track selection screen; Single Race, Lap Attack, and Practice. These cannot be selected during Pro-Career mode, and not all modes are available during certain events.

ATV Offroad Fury 2

8.2



Developer	Rainbow Studios
Publisher	SCEA, (eu) THQ
Release date	(us) November 9, 2002
Genre	Racing
Mode	1-2 Players

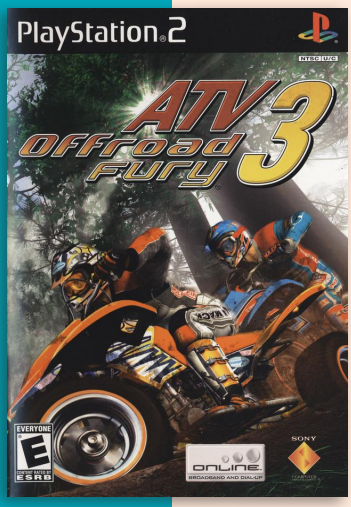


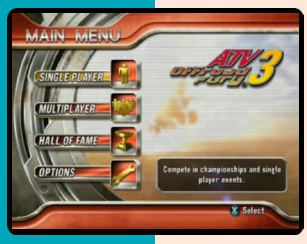
Expanding from its predecessor, ATV Offroad Fury 2 features more ATVs (including Ravage Talons), along with more vehicles, mini-games, championships, and others. The ATVs do not suffer damage, but their occupants are vulnerable to dismounts from ATVs, if the vehicle lands poorly or another racer lands on the player. The game features new point-earning tricks, as well as championships where players can earn profile points for each race completed. Completing championships will unlock a new event such as Freestyle events, which objective the players must complete within the time limit. The game also offers minigames.

ATV Offroad Fury 2 is also the first installment in the series to offer online play, which allows players to challenge other players over an online network, connected via i-Link, local area network (LAN) or other network connections.

ATV Offroad Fury 3

7.8





Developer Climax Group
Publisher SCEA, (eu) SouthPeak Games
Release date (us) November 2, 2004
Genre Racing
Mode 1-2 Players

Expanding from its predecessor, ATV Offroad Fury 3 features more ATVs, along with more championships, mini-games and improved physics. As is with the rest of the series, the game revolves around racing all-terrain vehicles around a dirt track. In addition to racing, another major focus of the game is stunts. Stunts can be achieved by tapping a combination of buttons while the player's ATV is in the air. Each stunt requires a different amount of time to perform. The game also provides "free-roaming offroad gameplay."

The game also offers online play via i-Link, local area network or other network connections.

The game was met with slightly positive reception upon release, as GameRankings gave it a score of 76.84%, while Metacritic gave it 78 out of 100.

N P

ATV Offroad Fury 4

7.7

N P

Developer Climax Group
Publisher SCEA, (au) SCE Australia, (eu) SCEE
Release date (us) October 31, 2006
Genre Racing
Mode 1-2 Players

ATV Offroad Fury 4 sees the introduction of new vehicles such as MX motocycles, Trophy Trucks and Dune Buggies, alongside existing ATV quad racers; this allows the game to include up to 50 Championship Modes. In addition to improved graphics, it also has an additional 60 tracks and improved online gaming.

In terms of in-game controls, more tricks are possible while the player is on an MX motorcycle, but none can be performed while the player is controlling a Trophy Truck or Dune Buggy. Similar to the risk of being thrown off an ATV or motorcycle during the game, Trophy Trucks and Dune Buggies are vulnerable to rollovers, after which the player's vehicle will be automatically reset back on its wheels, as it is when thrown off of an ATV or motorcycle.

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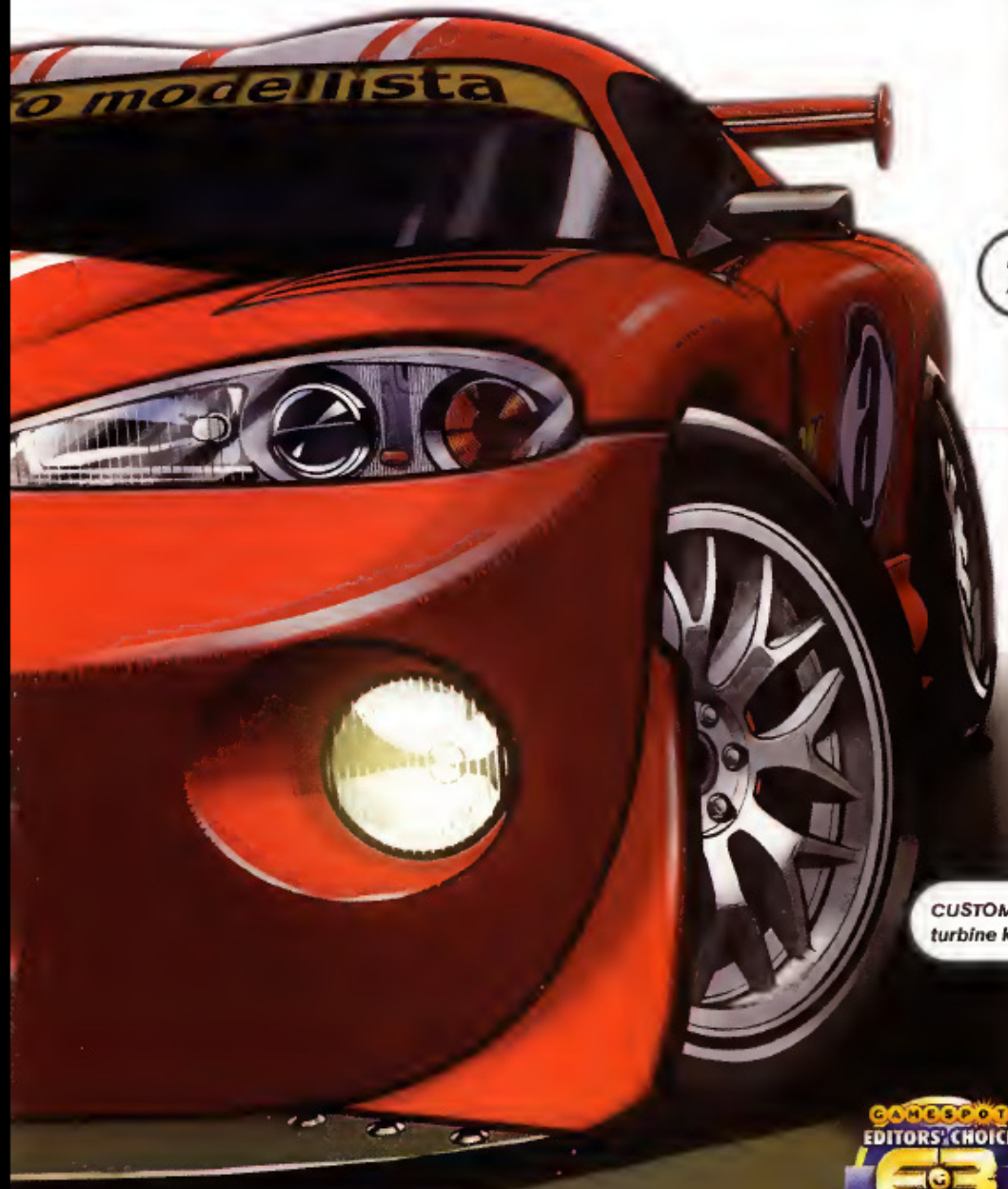

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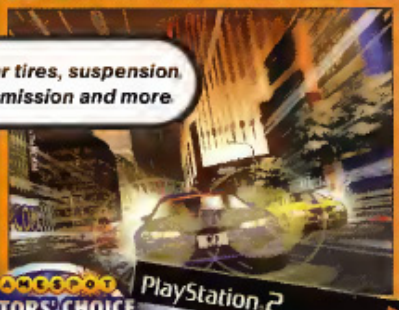

GAMESPOT EDITORS' CHOICE E3 2002 BEST GAMES

GAMESPOT EDITORS' CHOICE E3 2002 TOP GAMES

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PlayStation 2

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Auto Modellista

6.6

J N P

Developer	Capcom
Publisher	Capcom
Release date	(jp) August 22, 2002
Genre	Racing
Mode	1-2 Players

Auto Modellista marked itself apart from others of the same genre with cel-shaded graphics, which gave a hand-drawn and cartoon-like appearance. Despite its unique style and large amount of simulation-esque detail, there was widespread claim of poor handling dynamics, which presumably lead to the commercial failure of the game for its Japan and European releases.

Auto Modellista attempts to be a very technical racing game, with an immense amount of available parts and settings for the selection of cars provided to the player. Various aspects of each car can be tuned, allowing the player to tweak the performance of the car.

A large aspect of the game was its online mode, with online races supporting up to 8 players. This functionality (and many of the game modes relating to it) were removed from the original US and European releases, but was added back into the US Tuned editions of the game.

Auto Modellista was a part of an initiative from Capcom's Production Studio 1 to develop three network focused games on the PlayStation 2. The other games were Monster Hunter and Resident Evil Outbreak. Capcom's plan was that at least one of the games would become a million seller.

Autobahn Raser: Das Spiel zum Film

6.3

P

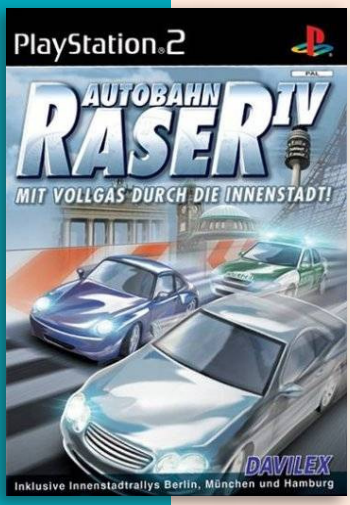
Developer	Davilex
Publisher	Davilex
Release date	(eu) April 29, 2004
Genre	Racing
Mode	1-2 Players

Autobahn Raser: Das Spiel zum Film is based on the movie Autobahn Raser by Constantin Film. Player race the original cars from the movie through Munich, Berlin, Hamburg and Cologne as well as on the highway.

The game also include original scenes from the film, information about the actors and the original film music.

Autobahn Raser IV

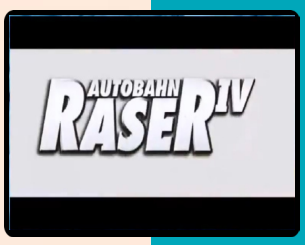
7.3



Developer	Davilex
Publisher	Davilex
Release date	(eu) December 31, 2002
Genre	Racing
Mode	1-2 Players

Autobahn Raser IV is an off-shoot of the A2/ London Racer series of games from Davilex. The fourth edition introduces a two-player mode, five selectable characters, and matching rides.

The game contains tracks in Berlin, Munich, Hamburg and three bonus tracks in Paris, London and Las Vegas.



P

ATV Quad Power Racing 2

6.8

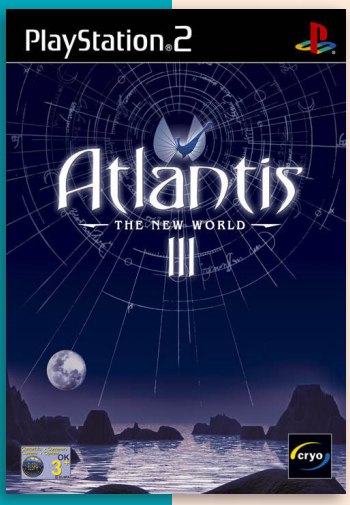
N P

Developer	Climax Brighton
Publisher	Acclaim
Release date	(us) January 13, 2003
Genre	Racing
Mode	1-2 Players

ATV Quad Power Racing is the sequel to ATV Quad Power Racing on the Playstation, with several new features: Players choose from 10 professional riders from all over the world. Racing through 17 massive tracks and five environments, located in challenging countries throughout the world. Players can also physically fight with opponents to the finish line. The game feature over-the-top controls and game physics.

Atlantis III: The New World

5.5



Developer	Cryo Interactive
Publisher	Cryo Interactive
Release date	(eu) February 8, 2002
Genre	Adventure
Mode	1 Player

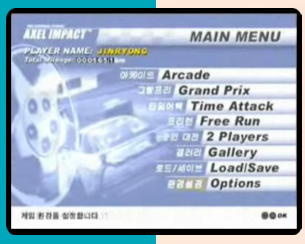
Atlantis III: The New World, also known as Beyond Atlantis II, is the third game in the Atlantis series by Cryo, as well as the last one made before Cryo's closure.

The game takes place in the year 2020 as a young Egyptologist and her companion search for an ancient Egyptian site in the desert. Confronted with many riddles and puzzles, her quest eventually becomes the search for the Lost City of Atlantis.

P

5.0

Axel Impact: The Extreme Racing



J

Developer	Axis Entertainment
Publisher	SCEK
Release date	(jp) October 16, 2003
Genre	Racing
Mode	1-2 Players

Axel Impact: The Extreme Racing is a Korean racing game similar to Gran Turismo. The game features different game modes (Arcade, Time Attack, 2 Player etc) as well as buying & selling cars."

The game may be the same game as DT Racer, but with a different setup.

Ayaka Shibito

7.1

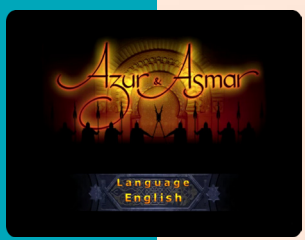
Developer	Dimple Entertainment
Publisher	Dimple Entertainment
Release date	(jp) August 31, 2006
Genre	Visual novel
Mode	1 Player

The game centers around the Takabe Ryouichi. He is an offspring of a youkai, some sort of magical creature. He was sent to an isolated urban area walled off from the rest of Japan at the age of five. This is a story about him along with a girl called Suzu, his only friend on the island, escaping to Kamizawa city to live a normal life. What they didn't expect was that Suzu carried a secret that attracted much unwanted attention.

J

5.0

Azur & Asmar



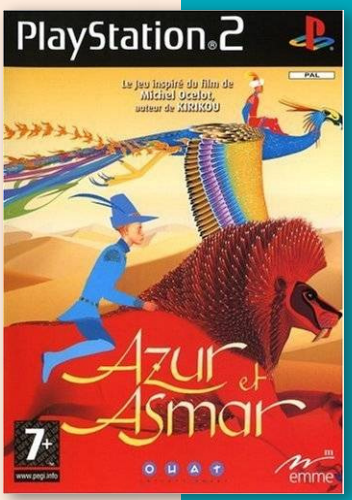
P

Developer	Wizarbox
Publisher	Emme
Release date	(eu) April 26, 2007
Genre	Action-platformer
Mode	1 Player

Based on the feature film of Michel Ocelot, Azur & Asmar is a platform game where the player helps the two heroes in their quest to find the Djinn-fairy and release her from her chamber.

The player controls Azur the acrobat or Asmar the warrior alternatively. Each has a specific ability that is needed to beat the 22 levels, defeat the enemies and solve the puzzles placed along the way.

"mobygames.com"



Avatar: The Last Airbender

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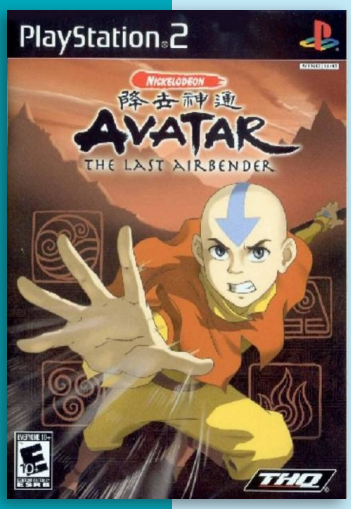
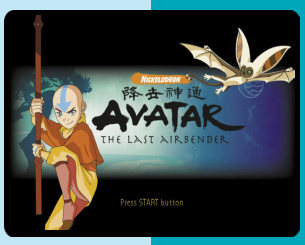


Developer	THQ Australia
Publisher	THQ
Release date	(us) October 10, 2006
Genre	Action-adventure
Mode	1 Player

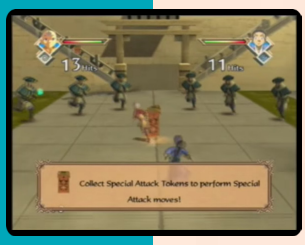
The Avatar: The Last Airbender, based on the animated television series, allows the player to control one of four characters – Aang, Katara, Haru, or Sokka – in a single-player adventure. Each character uses his or her own trademark weapon and fighting style, and is able to earn new special abilities through experience gained from defeating enemies. Enemies include classic Firebenders, machines, and a variety of animals.



N P

Avatar: The Last Airbender - The Burning Earth

5.2

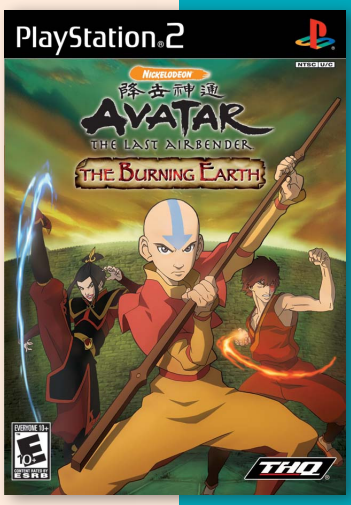


N P

Developer	THQ Australia
Publisher	THQ
Release date	(au) October 25, 2007
Genre	Action-adventure
Mode	1-2 Players

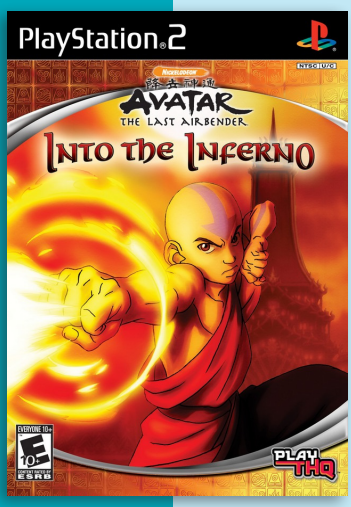
The Burning Earth follows the events of the seconed season of the show. The story revolves around Aang, the series' central character, and his friends traveling to the Earth Kingdom stronghold in search of Aang's friend and teacher, Bumi.

During the game players will take control of the various characters to fight through enemies as well as solving puzzles.



Avatar - The Last Airbender: Into the Inferno

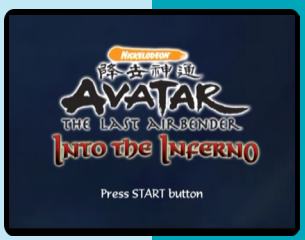
4.8

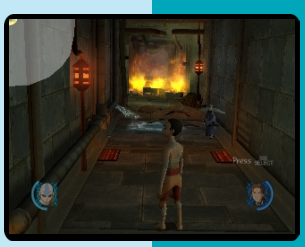


Developer	THQ Australia
Publisher	THQ
Release date	(us) October 13, 2008
Genre	Action-adventure
Mode	1-2 Players

Like the previous two games which were set in the first and second seasons, the game's setting is based upon the show's third and final season.

The game can be played solo or in co-op with the players taking control of Aang, Katara, Sokka, Toph and Zuko. Each of the characters has their own moves and abilities, which include bending that can be done by picking up elements.





N P

PS2
PlayStation.2

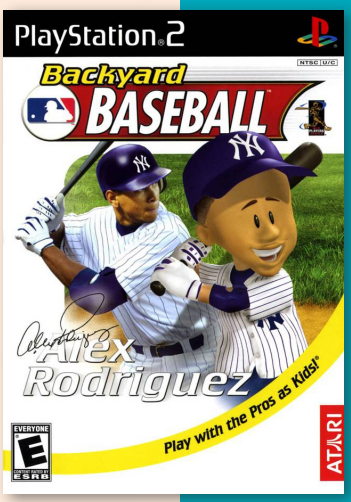
Backyard Baseball

6.0

Developer	Humongous Entertainment
Publisher	Atari
Release date	(us) March 23, 2004
Genre	Sports
Mode	1-2 Players

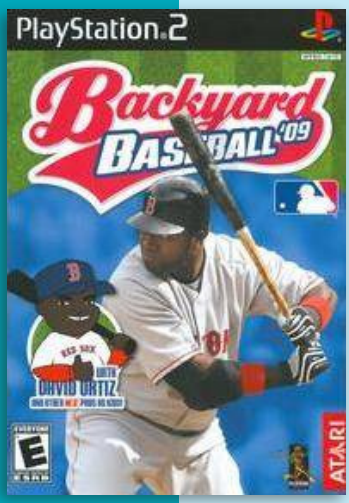
Backyard Baseball is part of a series of baseball games for children.

Players can earn new pitching and batting power-ups to light up the scoreboard. The Backyard Baseball’ game includes kid versions of players including Barry Bonds, Randy Johnson, Mike Piazza and Ichiro.



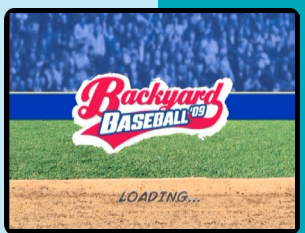
Backyard Baseball ‘09

5.1



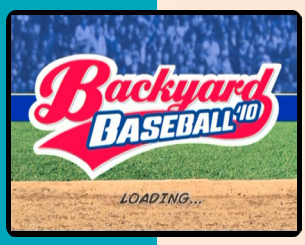
Developer	Humongous Entertainment
Publisher	Atari
Release date	(us) June 10, 2008
Genre	Sports
Mode	1-2 Players

Players can play hardball with David “Big Papi” Ortiz, A-Rod, Jeter, Ichiro, Griffey, Pujols, and other MLB superstars as kids. The game features Backyard Baseball All Star Game and tournament mode along with season & single game options, create-a-player, Homerun Derby mini-game, and unlockables.



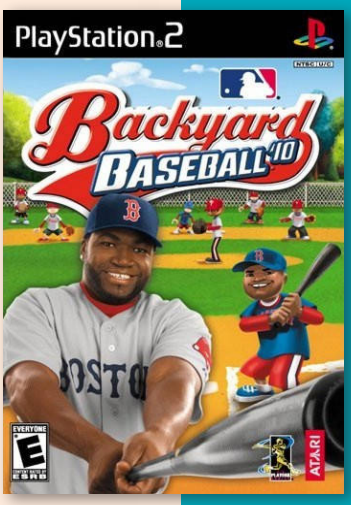
Backyard Baseball ‘10

6.7



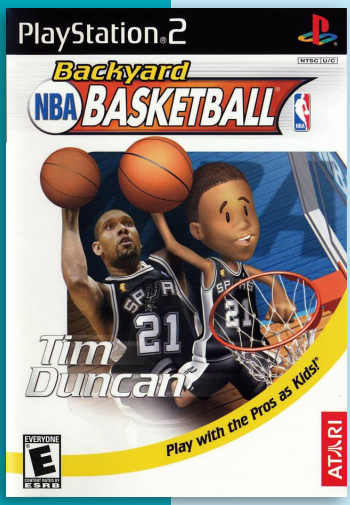
Developer	Farsight Studios
Publisher	Atari
Release date	(us) April 28, 2009
Genre	Sports
Mode	1-2 Players

Backyard Baseball ‘10 features all 30 Major League Baseball teams as well as 11 “Backyard” teams. The player can pick a team, players and one of the 12 different fields to play on. The game combines traditional baseball mechanics such as pitching and batting with the ability to use power-ups.



Backyard Basketball

6.6



Developer	Humongous Entertainment
Publisher	Atari
Release date	(us) October 21, 2003
Genre	Sports
Mode	1-4 Players

In Backyard Basketball, players can create and draft a 5-character team among kid versions of real NBA pros, including Yao Ming, Tim Duncan, and Kevin Garnett, and the Backyard Kids. Players can either play a single game or an entire season.

N

Backyard Football 2006

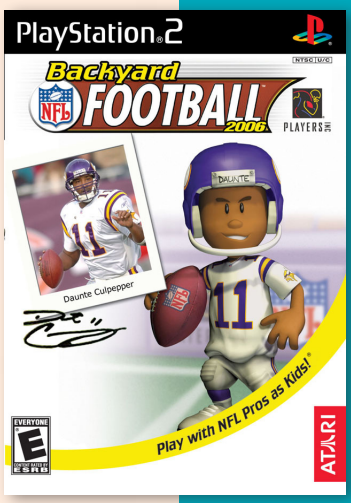
5.8

N

Developer	Humongous Entertainment
Publisher	Atari
Release date	(us) October 4, 2005
Genre	Sports
Mode	1-4 Players

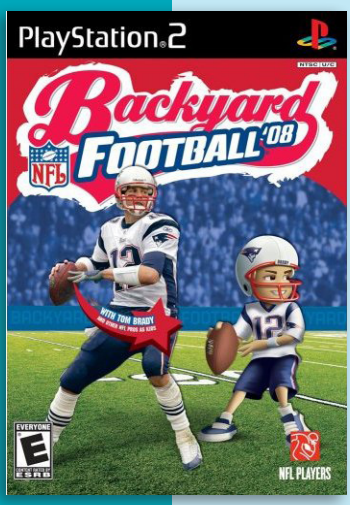
Backyard Football 2006 is officially licensed and contains all of the NFL teams and a fair number of its players, though all in childhood form.

The game, like the other in the Backyard Sport series, strip down the big-kids version of football into something that young kids can digest a little easier, like its slower pacing, simpler stats and the like.



Backyard Football '08

7.2



Developer	Humongous Entertainment
Publisher	Atari
Release date	(us) October 16, 2007
Genre	Sports
Mode	1-2 Players

Backyard Football '08 was released for the Wii, PlayStation 2, Nintendo DS, and PC. Humongous Entertainment handled development, with assistance by FarSight Studios and Torus Games. The game allows the player to play as child versions of professional football players from all current NFL teams, as well as play entire football seasons as any of the 16 teams.

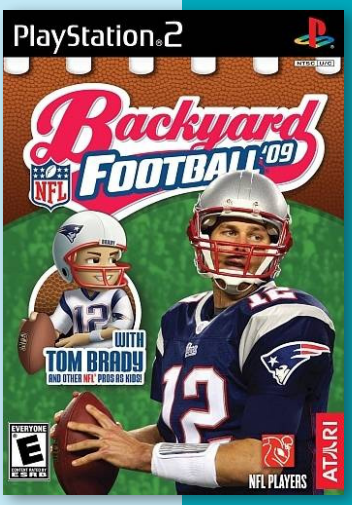
N

Backyard Football 2009

7.0

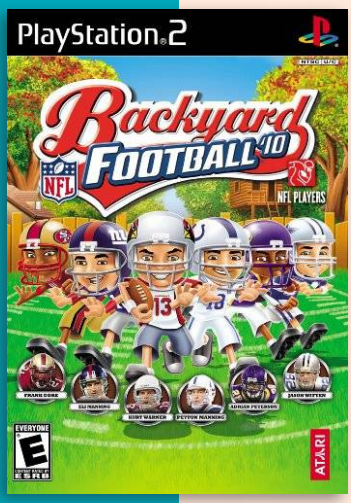
Developer	Humongous Entertainment
Publisher	Atari
Release date	(us) October 21, 2008
Genre	Sports
Mode	1-2 Players

Backyard Football ‘09 includes all 22 backyard kids and 15 professional players as kids. Professional players include Tom Brady, Peyton Manning, Tony Romo, LaDainian Tomlinson, Brian Urlacher, Reggie Bush, Chris Cooley and Frank Gore and more. Both of the commentors, Chuck Downfield and Sunny Day, are also from previous games of the series.



Backyard Football ‘10

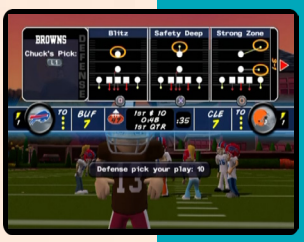
8.1



Developer	Humongous Entertainment
Publisher	Atari
Release date	(us) October 20, 2009
Genre	Sports
Mode	1-2 Players

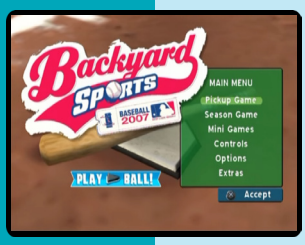
Backyard Football ‘10 features “Single Player,” “Season,” “Tournament,” and “All Pro” modes, along with the multiplayer modes of co-op play and two-on-two contests.

The game received negative reviews.



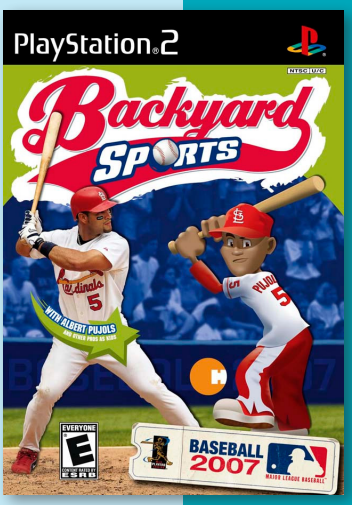
Backyard Sports Baseball 2007

2.7



Developer	Game Brains
Publisher	Atari
Release date	(us) September 5, 2006
Genre	Sports
Mode	1-2 Players

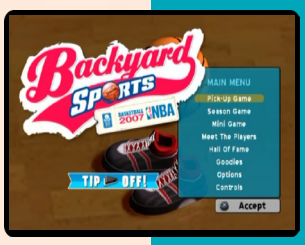
Backyard Baseball 2007 includes young versions of, at the time of release, active MLB players. The graphics are on the cartoony side and the play on the field mostly arcade oriented. The majority of time is spent with batting or pitching which rely on timing, there is also active fielding and management of the base runners. Power-ups can be activated when the power meter is filled up and give certain advantages.



Backyard Sports Basketball 2007

4.3

Developer Game Brains
Publisher Atari
Release date (us) February 13, 2007
Genre Sports
Mode 1-2 Players



The game is endorsed with the NBA license, and has the overall nature of a full-fledged sports title. Players can hit the court with any of the official NBA teams (or nearly 20 "backyard" teams), tweak jerseys, pick from several pro-players, and instantly get into three-on-three b-ball competition.

"ign.com"

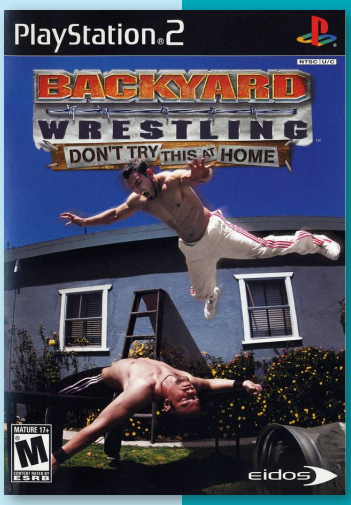
N

Backyard Wrestling: Don't Try This at Home

5.1

J N P

Developer Paradox Development
Publisher Eidos Interactive
Release date (us) October 7, 2003
Genre Sports
Mode 1-2 Players

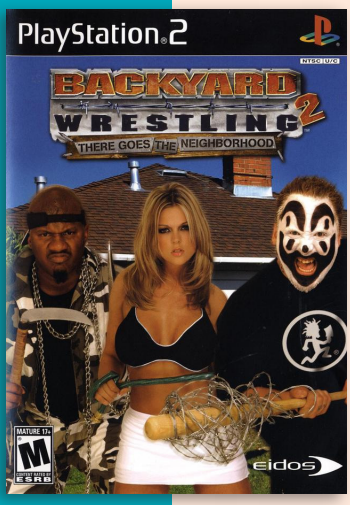


The goal of backyard wrestling is largely to use the environment to defeat an opponent. The gameplay could be better described as a cross between classic pro wrestling video games and 3D platform fighting like Power Stone.

The game has a "Story" like mode, circling around a show called "Today's Topic", which resembles The Jerry Springer Show.

Backyard Wrestling 2: There Goes the Neighborhood

4.6



Developer Paradox Development
Publisher Eidos Interactive
Release date (us) November 16, 2004
Genre Sports
Mode 1-2 Players

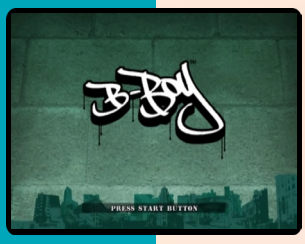
J N P

The roster of underground wrestlers features more than 20 combatants, including notable hardcore wrestlers, music personalities, and adult film actresses.

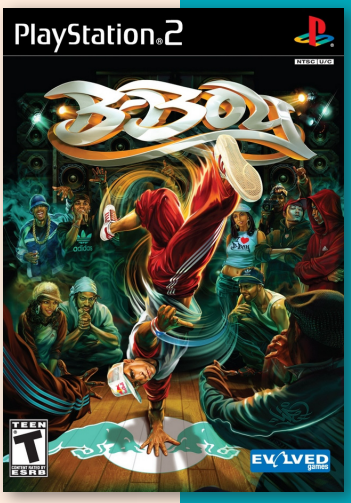
The game was billed as being greatly improved over its predecessor, including a more in depth create-a-wrestler mode.

B-Boy

5.3



Developer	FreeStyleGames
Publisher	SCEE, (au) SCE Australia, (us) Evolved Games
Release date	(eu) September 29, 2006
Genre	Rhythm
Mode	1-2 Players

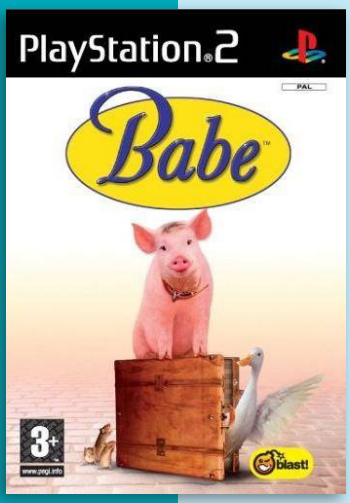


B-Boy is a dance battle game based around the Hip Hop element of break-dancing. Music is a mixture of classic b-boy themes such as The Mexican by Babe Ruth.

The gameplay is a combination of fighting game mechanics with a music rhythm game. The player pulls off different combinations to accrue points and defeat opponents. There are 21 venues in total.

Babe

6.0



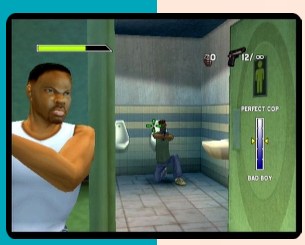
Developer	Aqua Pacific
Publisher	Blast! Entertainment Ltd
Release date	(eu) October 13, 2006
Genre	Adventure
Mode	1 Player

Based on the hit movie featuring a sheep pig which grossed over $300 million globally at the box office, the game is aimed at kids and involves a mixture of Lemmings and puzzle-style gameplay where Babe has to herd sheep through a series of tricky scenarios. Players journey through six levels and solve over 50 puzzles to reach the goal and return to the farm.

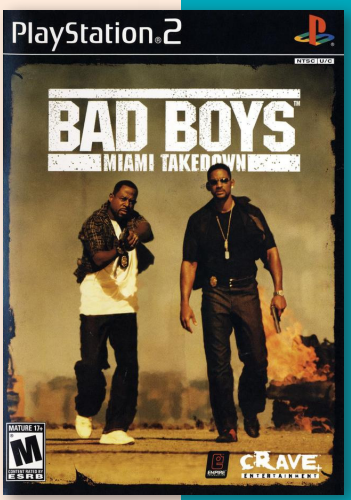
"spong.com"

Bad Boys: Miami Takedown

4.3



Developer	Blitz Games
Publisher	Empire Interactive, (us) Crave
Release date	(eu) February 2004
Genre	Action-adventure
Mode	1 Player



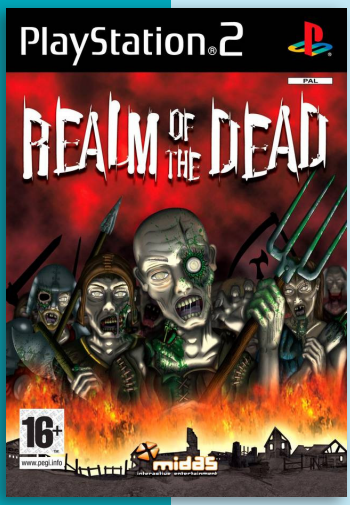
Bad Boys: Miami Takedown, also known as Bad Boys II in Europe, is based on the movie Bad Boys II.

The player takes the role of Miami Police Department detectives Marcus Burnett and Mike Lowrey over alternating levels. The game contains five acts, each containing several levels.

The game was declared #10 worst for GameTrailers' "Top Ten Best And Worst Videogames"; it placed #4 for "Top Ten Worst Movie Games".

Bakuen Kakusei: Neverland Senki Zero

7.0



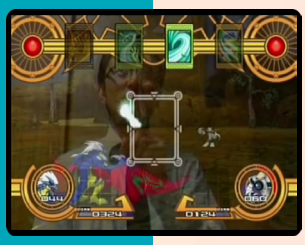
Developer	Neverland
Publisher	Idea Factory, (eu) Midas Interactive
Release date	(jp) July 22, 2004
Genre	Action
Mode	1 Player

Bakuen Kakusei: Neverland Senki Zero, released as Realm of the Dead in Europe, is a gory, zombie-themed brawler set in medieval times. A terrible plague is sweeping the land turning everyone into zombies, and the players take control of one of three different characters and battle their way through the game to rescue a noble count and uncover a conspiracy.

J P

Bakufuu Slash! Kizna Arashi

6.5



J

Developer	SCEI
Publisher	SCEI
Release date	(jp) November 3, 2004
Genre	Role-playing
Mode	1-2 Players

Bakufuu Slash! Kizna Arashi is a EyeToy game where players hold up collectible cards and draw patterns to battle their enemies. The more elaborate the pattern, the more powerful the move, like a fighter. The Eye Toy is essential for the game.

Bakugan Battle Brawlers

7.4

Developer	Now Production
Publisher	Activision
Release date	(us) October 20, 2009
Genre	Action
Mode	1-2 Players

Bakugan Battle Brawlers is the multi-platform video game tie-in into the popular Japanese Action adventure cartoon of the same name. It is a thematic hybrid between a card battle cartoon (e.g., Yu-Gi-Oh) and a creature collecting/battle cartoon (e.g., Pokemon, Digimon).

"emuparadise.me"

N P

6.0

J

Bakumatsu Koihana: Shinsengumi

Developer	Vridge
Publisher	D3Publisher
Release date	(jp) December 22, 2004
Genre	Visual novel
Mode	1 Player

Bakumatsu Renka Shinsengumi, also known as Bakumatsu Koihana Shinsengumi, is a love-adventure game that targets girl gamers. Players take the role of a female member of the Shinsen-Gumi (a special police force organized by the military government during the late Tokugawa shogunate).

Bakumatsu Renka: Karyuu Kenshiden

Developer	Vridge
Publisher	D3Publisher
Release date	(jp) October 4, 2007
Genre	Visual novel
Mode	1 Player

The sequel to Bakumatsu Renka Shinsengumi takes place in the first year of Tokugawa when the Shogunate and the emperor's supporters fight for supremacy. Shizuki Rin is a girl growing up in a Dojo who lost her memory.

The game features an extra option with Album, Playback & Dictionary.

"psxdatacenter.com"

7.0

J

8.2

J

Bakumatsu Rouman: Gekka no Kenshi 1-2

Developer	SNK Playmore
Publisher	SNK Playmore
Release date	(jp) January 12, 2006
Genre	Compilation, Fighting
Mode	1-2 Players

This is a compilation of the two Neo Geo games in the Last Blade series: The Last Blade and The Last Blade 2: Heart of the Samurai.

The compilation also includes a color edit mode, arrange music, and all the secret characters from the home versions of the game, as well as online versus play.

Bakushou! Jinsei Kaidow

8.7

Developer	Taito Corporation
Publisher	Taito Corporation
Release date	Board
Genre	(jp) March 18, 2004
Mode	1-4 Players

Bakushou! Jinsei Kaidow feature gameplay and rules similar to the “Life: The Game” board game. The game feature 1 to 4 players. When playing with three or more players, a multi-tap is required. The goal of the game is to become the richest at the end of the game.

J

Bakusou Dekotora Densetsu: Otoko Hanamichi Yume Roman

6.5

J

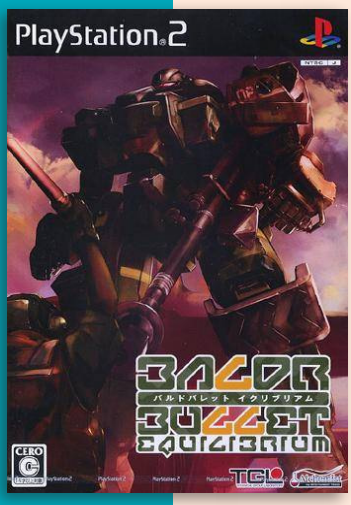
Developer	Dual
Publisher	Spike
Release date	(jp) January 23, 2003
Genre	Racing
Mode	1-2 Players

This is the first PlayStation 2 entry in the Bakusou Dekotora Densetsu franchise (Big Mutha Truckers). The game allows players to paint a rig with artful designs and then show off the colors in racing tourneys across the country. Players take part in daytime and night competitions against 3 rivals.

“psxdatacenter.com”

Baldr Bullet: Equilibrium

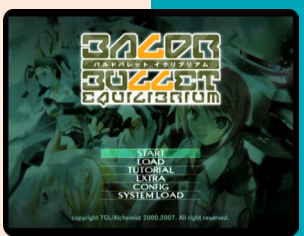
6.0



Developer	TGL
Publisher	Alchemist
Release date	(jp) October 25, 2007
Genre	Action
Mode	1 Player

Baldr Bullet is a linear adventure game with 2D action-shooter elements.

The game is set in the near future, in the South American rain forest. The game revolves around BS-OSA, a Observation Structure Army that ensure that the skirmishes and conflicts don’t expand between two warring factions.



J

Baldr Force EXE

7.6

J

Developer	HuneX
Publisher	Alchemist
Release date	(jp) April 7, 2005
Genre	Action
Mode	1 Player

Baldr Force EXE is an enhanced release of Baldr Force, a port of a Hentai PC game. It adds a new weapon (gravity field), a "very easy" difficulty level, and a Hell Mode, which puts the player in a row of increasingly challenging battles. The PlayStation 2 version also adds Hyper and Time Attack gameplay modes, voice-overs, and a new intro. The PS2 release removes the explicit sex scenes.

"mobygames.com"

Barbarian

6.3

Developer	Saffire
Publisher	Titus Software, (jp) Taito Corporation
Release date	(us) June 27, 2002
Genre	Fighting
Mode	1-4 Players

The game features 11 different fighters, each with different weapons and abilities. The player may freely destroy the environment, and use destroyed objects as weapons against their opponents. The characters each have alternate costumes, which, depending on which the player chooses, may change their default weapon. However, it does not affect the weapon's damage capabilities or uses.

J N P

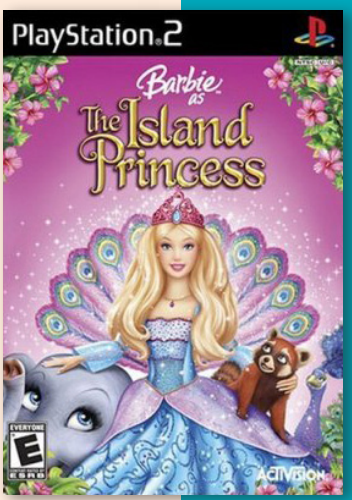
Barbie as The Island Princess

5.1

N P

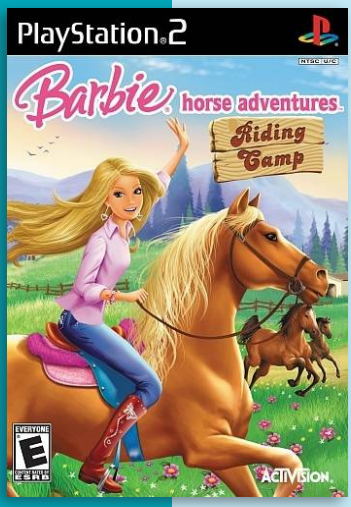
Developer	Human Soft
Publisher	Activision
Release date	(jp) October 30, 2007
Genre	Action
Mode	1-2 Players

Barbie as The Island Princess follows the storyline of the direct-to-video animated movie. Players play as Rosella the shipwrecked princess who is raised by a "family" of animal friends and rescued by Prince Antonio from her tropical island. Through a series of mini-games featuring music and characters from the movie players will venture from Rosella's island home to the Prince's coastal castle.

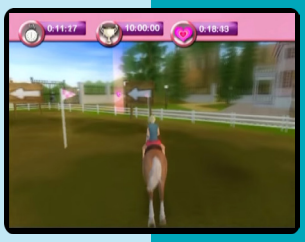


Barbie Horse Adventures: Riding Camp

5.7



Developer	Pixel Tales
Publisher	Activision
Release date	(us) October 21, 2008
Genre	Adventure, Sports
Mode	1 Player



Barbie Horse Adventures: Riding Camp puts players in the role of Barbie as she explore the wilderness with her horse. The game takes her to a riding camp, where she perform a variety of horse care tasks, explore and go on adventures. It's a quest-based gameplay in an open world where players have to explore the entire island, compete in time-trials and challenges, and earn trophies.

N P

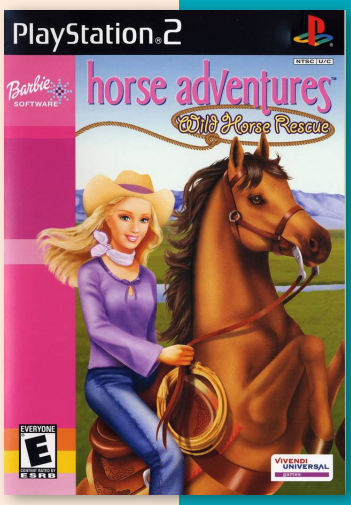
Barbie Horse Adventures: Wild Horse Rescue

5.0

N P

Developer	Blitz Games
Publisher	Universal Interactive
Release date	(jp) November 4, 2003
Genre	Sports
Mode	1-2 Players

In Barbie Horse Adventures: Wild Horse Rescue, some horses have been frightened by a lightning storm and Barbie must go round them back up. When she finds a horse, she must pet it to calm it down if it's a foal, or lasso a bigger horse, then lead it to a hitching post and call the stable on her cell phone. There are also coins to find which can be used to buy new outfits for Barbie or her horse.



Barbie in The 12 Dancing Princesses

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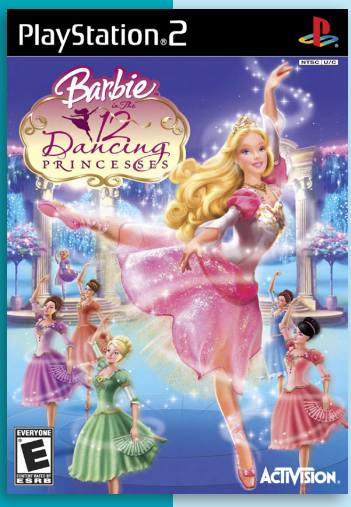

Developer	Blue Monkey Studios
Publisher	Activision
Release date	(jp) November 28, 2006
Genre	Action
Mode	1 Player

Barbie in the 12 Dancing Princesses is based on the 2006 direct-to-video animated movie of the same name and the story is loosely based on the fairy tale The Twelve Dancing Princesses.

barbie complete platform sections or to avoid water that kills instantly. Along the way she can collect gems. She sometimes meets animals she can pet.

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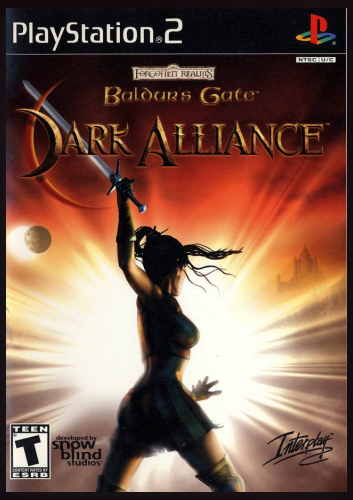
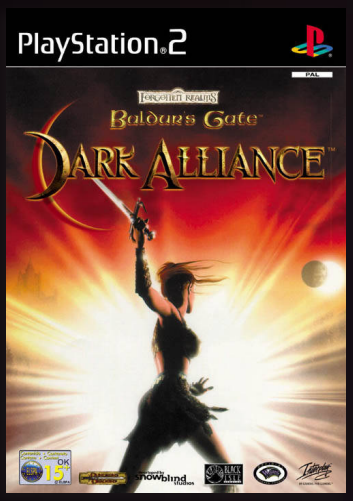
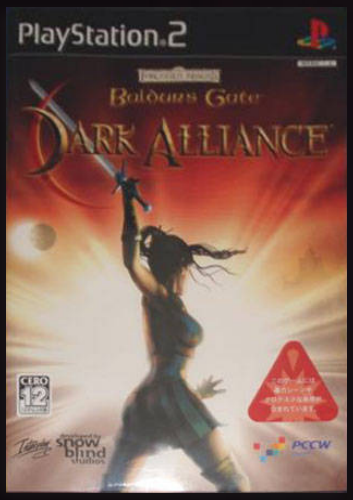
N P

Baldur's Gate: Dark Alliance

8.7







J N P

Developer	Snowblind Studios
Publisher	Vivendi Universal, (eu) Virgin Interactive, (jp) Pacific Century Cyber Works
Release date	(us) December 2, 2001
Genre	Action role-playing
Mode	1-2 Players

Baldur's Gate: Dark Alliance is a 2001 action role-playing/hack and slash video game set in the Forgotten Realms campaign setting of Dungeons & Dragons. The gameplay is based on the rules of Dungeons & Dragons 3rd Edition, which were released in 2000. It is the first video game to implement the real time application of the new rules. It is also the first game in the Baldur's Gate series released on consoles as opposed to a PC and/or Mac.

The game takes place in the Sword Coast and the Western Heartlands, areas in the Faerûn continent of the Forgotten Realms. Each act of the game takes place in a different region: Act I takes place in the city of Baldur's Gate itself; Act II in the Sunset Mountains; and Act III in the Marsh of Chelimber.

The game is presented in a 3D perspective, with a rotatable isometric three-quarter top-down view.

At the beginning of the game, character stats are preset, with the player able to choose from three race/class combinations; a dwarven fighter (Kromlech), a human archer (Vahn) or an elven sorceress (Adrianna). The player can customize their character's stats through gaining experience points from defeating enemies. Every time the character increases in level, points are awarded corresponding to that level; i.e. if a character increases to level twelve, the player will gain twelve experience points to spend on the character's spells and feats. For every four levels which the character increases, the player is given one ability point to spend on one of the six core attributes (strength, intelligence, wisdom, dexterity, constitution, charisma).

Each of the three characters have their own unique fighting style and their own specific set of spells and feats. Gameplay strategy is thus different for each character. As Kromlech is a fighter, his spells and feats tend to focus on increasing his brute strength and ability to resist damage, as well as granting him powerful abilities to aid in melee combat, such as the ability to swing his weapon in a circle or slam it into the ground to damage groups of nearby enemies. As Vahn relies on ranged attacks, his spells and feats tend to focus on increasing the power of his bow and granting him the ability to fire special types of arrows, such as exploding arrows, ice arrows or multiple arrows. As Adrianna is a sorceress, her spells and feats tend to focus on increasing the power of her magic and granting her numerous new spells, such as the ability to shoot ice or fire from her fingers, shoot a ball of thunder or call down meteors on her enemies.

Gameplay is linear, and each main quest must be completed in sequence before the story can proceed, although there are some optional side-quests, which do not have to be completed immediately. However, all side-quests must be completed within the act in which they are assigned. There are relatively few NPCs in the game, with whom only those who are part of a quest or side-quests must be completed within the act in which they are assigned. There are relatively

few NPCs in the game, with whom only those who are part of a quest or side-quest may be interacted. Weapons, armor and items are only available for purchase from one location at a time, and become increasingly expensive and more powerful as the game progresses. The HUD features the option to use either a transparent map that covers most of the screen, or a mini-map, with the player also given the option to turn the map off entirely.

The game also features co-operative gameplay with another player. Both players share the same screen, and are thus limited in how far they can move away from one another. In co-op mode, the player who makes the kill gets 60% of the experience, and the other player gets 40%. Whichever player collects any gold drops gets 100% of the value, with the other player getting nothing.

The game contains four difficulty levels; "Easy", "Normal", "Hard" and "Extreme". Extreme can only be unlocked after the player has beaten "The Gauntlet", a special mini-dungeon unlocked once the player completes the game on any difficulty level. The Gauntlet can only be played with Drizzt Do'Urden. Extreme mode takes the form of a New Game Plus, and can only be played by importing a saved character from another game. Once the player has completed Extreme mode, Drizzt Do'Urden becomes available to use in the main game.

Dark Alliance was first revealed on November 7, 2000, when Interplay confirmed to IGN that a PlayStation 2 game based on Baldur's Gate II had entered production, following the cancellation of the Sega Dreamcast port of the original Baldur's Gate. Little was known at this time other than the fact that Interplay would publish, and BioWare, developers of the original Baldur's Gate, would not develop the game. Instead, the game was to be developed by Snowblind Studios. The game was officially confirmed on February 15, 2001. Black Isle Studios' division director Feargus Urquhart stated;

"We recognize the tremendous demand for a Baldur's Gate game on PlayStation 2. We're totally committed to making Baldur's Gate: Dark Alliance a completely original experience that both console gamers and RPG fans will enjoy."

Ryan Geithman, director of Snowblind, added;

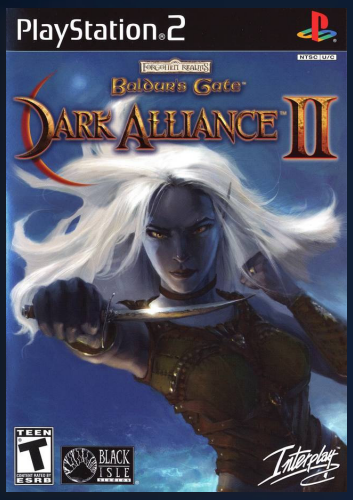
"we are developing the game from the ground up to take full advantage of the sophisticated PlayStation 2 technology. Our goal is to push the hardware to its limits thus creating stunning environmental effects and highly detailed characters never before seen on the console."

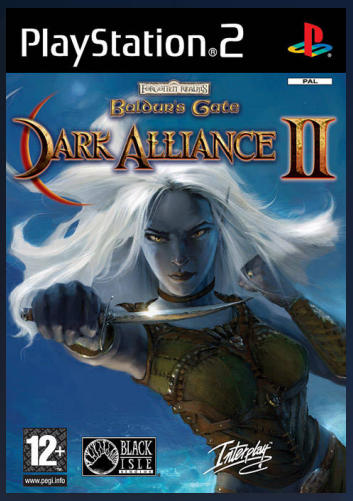
The game utilized a new game engine; the Dark Alliance Engine, which was built specifically for Dark Alliance, and would go on to become the foundation for other games on the PlayStation 2, such as Fallout: Brotherhood of Steel and The Bard's Tale. Graphically, the Dark Alliance engine is a major improvement over the engine used by the original PC Baldur's Gate games, the Infinity Engine. Infinity was only able to render 2D sprite characters and static environments. The Dark Alliance engine, on the other hand, made use of the PlayStation 2's advanced GPU, allowing for such improvements as dynamic lighting, real-time shadowing and 3D models of characters and environments.

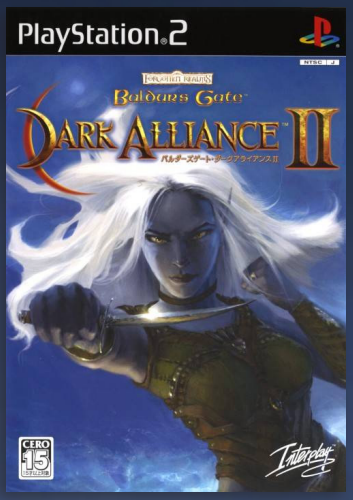
The game was a commercial success, selling over one million units across PlayStation 2, Xbox and GameCube. It won the 2001 Academy of Interactive Arts & Sciences award for "Role-Playing Game of the Year", defeating the hot-favorite, Final Fantasy X. It was later listed at #66 in IGN's "Top 100 PlayStation 2 Games".

Baldur's Gate: Dark Alliance II

7.8







J N P

Developer	Black Isle Studios
Publisher	Interplay
Release date	(us) January 20, 2004
Genre	Action role-playing
Mode	1-2 Players

Dark Alliance II is a direct sequel to the original Dark Alliance game, with the story following five adventurers attempting to save Baldur's Gate from a growing evil, and ascertain the fate of the protagonists from the first game.

While the original game focused on three areas in the Sword Coast and Western Heartlands regions of the Faerûnian continent, the second game is predominately based in and around the city of Baldur's Gate itself.

The game features five main playable characters; Dorn Redbear, Ysuran Aundril, Borador Goldhand, Vhaidra Uoswiir and Allessia Faithhammer, each of whom has come to Baldur's Gate for different reasons. Dorn seeks fame and glory. Vhaidra has come looking for vengeance against those who have attempted to destroy her family. Ysuran is suffering from amnesia and has come in the hope of finding clues to his past. Borador comes for wealth, in order to release his clan from its debt to the drow. Allessia comes to spread the word of Helm and advance to become a high-ranking priest.

At the beginning of the game, character stats are preset, with the player able to choose from five race/class combinations; a human barbarian (Dorn Redbear), a drow monk (Vhaidra Uoswiir), a moon-elf necromancer (Ysuran Auondril), a dwarven rogue (Borador Goldhand) or a human cleric (Allessia Faithhammer).

Each of the five characters have their own unique fighting style and their own specific set of spells and feats. Gameplay strategy is thus different for each character. Dorn is a Barbarian, and his feats tend to focus on increasing his brute strength and ability to resist damage, as well as granting him powerful abilities to aid in melee combat, such as the ability to wield two-handed weapons in each hand. Vhaidra relies on unarmed combat, so her feats tend to focus on increasing her speed and combos, as well as granting her close-range abilities, such as pushing enemies away from her. As Ysuran is a necromancer, his feats tend to focus on increasing the power of his magic and granting him new spells, such as the ability to use shadow magic. Borador tends more towards archery, but is also capable of melee combat. His spells tend to focus on allowing him to use a shield offensively, and granting him the ability to set traps for enemies and disarm traps intended for the player. Allessia is a cleric and has access to many healing and defensive spells. She can also use melee combat. Later in the game she gains the ability to reanimate the dead, and have them fight alongside her.

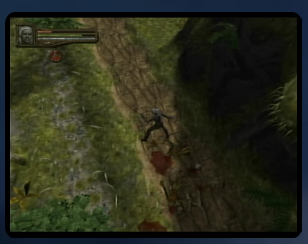
Gameplay is semi-linear; most of the main quests can be performed in different orders, but only from within a group of given quests. For example, in Act I, the player can choose to tackle a series of kidnappings or investigate a spate of murders, but no other main quests are made available until both quests are complete. There are also optional side-quests, which do not have to be completed immediately. There are more NPCs than in the first game, and the play-

er can interact with many of them. Depending on which character the player is using, these NPCs may or may not provide information and assistance. Weapons, armor and items are only available for purchase from one location throughout the game, a shop in Baldur's Gate, although the stock changes at the commencement of each act, with the weapons increasing in expense and power.

The game also features cooperative gameplay with another player. Both players share the same screen, and are thus limited in how far they can move away from one another. In co-op mode, both players get 50% of the experience for each kill, no matter which player makes the kill. Additionally, unlike in the original game, all treasure is shared 50/50 between both players, irrespective of which player collects it.

A new feature in Dark Alliance II gives players the ability to create custom weapons and armor. Players can improve items by using runestones and gems. To increase the strength of an item, at least one runestone must be used. Gems are optional, although adding gems increases the strength further and enhances certain of the items' attributes. Each item can have two different types of gem attached at any one time, in addition to the required runestones. There are several different kinds of gem and each has a different effect on different types of item. For example, a pearl attached to a piece of armor gives +1 additional treasure drop, attached to a weapon gives +1 "Improved Critical", and attached to a trinket gives +1 Wisdom.

The game contains four difficulty levels; "Easy", "Normal", "Hard" and "Extreme". Extreme is unlocked once the player has completed any of the other three levels. Extreme mode takes the form of a New Game Plus, and can only be played by importing a saved character from another



game. The game also contains two secret characters; Drizzt Do'Urden and Artemis Entreri. Drizzt becomes available to use in the main game upon beating any difficulty level. Artemis is unlocked upon defeating Extreme.

Dark Alliance II was first mentioned as early as April 17, 2001, when Interplay Entertainment confirmed that if the first game was successful, a sequel would enter development immediately. However, the game was not officially announced until March 24, 2003, when Interplay revealed they were working on a sequel for the PlayStation 2 and Xbox. The only information available at the time was that the game would introduce item crafting, have five playable characters and was slated for a simultaneous PlayStation/Xbox release in the winter of 2003. On May 6, IGN published an interview with Kevin Osburn, head of the development team at Black Isle Studios and the game's producer. Osburn revealed the developers had taken on-board criticisms of the first game, and addressed those problems in the sequel, as well as making everything bigger, with more enemies, characters, weapons, locations and quests.

In July 2003, demos for both the PlayStation 2 and Xbox versions were released. Both IGN and GameSpot were impressed with the demo, although both expressed some concern that the graphics were essentially the same as the first game.

However, on September 29, Interplay announced it had canceled its distribution deal with Vivendi Universal Games, due to alleged breaches of the working agreement and failure of payment. Herve Caen, CEO of Interplay, stated;

"In the interest of our company and its shareholders, we had no choice but to terminate this agreement. After several notifications to Vivendi of its failure to perform in

accordance with the terms of our agreement and, in particular, in refusing to pay Interplay certain monies due following our latest release, Lionheart, we still did not receive the payments owed to us. We are currently evaluating several other distribution options. We fully expect to release two of our strongest titles, Baldur's Gate: Dark Alliance II and Fallout: Brotherhood of Steel for Xbox and PlayStation 2 in the fourth quarter."

Interplay initially denied the delay, stating it was still aiming for a fourth quarter release, and would distribute the game themselves if need be. On November 6, Interplay announced it had resolved its legal dispute with Vivendi, and had returned to their prior distribution agreement.

On December 8, reports surfaced that Interplay had shut down Black Isle Studios, although Interplay itself made no formal statement. On December 16, IGN reported that Black Isle Studios had definitely been closed, and now existed only as a brand under the Interplay label. They reported that when Black Isle's director had quit, the studio was placed under the management of Digital Mayhem, but with the agreement that Interplay would adopt a more hands-off approach. By this stage, Black Isle had already begun work on Dark Alliance III. However, the title was cancelled after Interplay failed to retain the license to use the Dungeons & Dragons label from Wizards of the Coast, so Black Isle shifted focus to Fallout 3. They handed in a 95% complete demo, including all game functionality. The next day, however, Interplay, who were several million dollars in debt, with just over $1 million in the bank, began to fire people from Digital Mayhem. Two weeks later, all but two members of the Fallout team were fired. This effectively meant Black Isle Studios no longer existed as anything other than a brand. Apparently, staff were told by Interplay that *"we will continue to produce titles. If we feel that a title is worth of [sic] the Black Isle Studios' name then it will be released under that brand."*

However, on December 18, Interplay denied shutting the studio, claiming *"Black Isle Studios remains open with projects pending, the status of Fallout 3 is under review, and Fallout: Brotherhood of Steel will ship on January 13."* However, the very next day, December 19, an anonymous former Black Isle employee confirmed to IGN that the studio had been closed, and that although Dark Alliance II would still be released, Fallout 3 and Dark Alliance III had been officially cancelled.

On January 5, 2004 Interplay announced that Dark Alliance II was complete and would be released for both PlayStation and Xbox on January 20. Interplay published the game, with Vivendi distributing in North America, and Avalon Interactive distributing in Europe.

In November 2003, Snowblind Studios, developers of the original Dark Alliance and creators of the Dark Alliance engine, filed a lawsuit against Interplay. Snowblind alleged that Interplay had used the game engine in several games without their permission and withheld royalties due from the sale of those games. These games were the GameCube version of the first Dark Alliance game, which was developed by High Voltage Software, Fallout: Brotherhood of Steel, and Dark Alliance II. The lawsuit was settled on April 19, 2005, and determined that while Interplay could continue to publish materials already using the Dark Alliance engine, they could not use the engine in any future projects. The lawsuit also saw Interplay transfer the Baldur's Gate trademark to Atari and temporarily transfer the Dark Alliance trademark to Snowblind; *"Interplay hereby grants to Snowblind a security interest in the Dark Alliance Trademark to secure the investment and expected return of Snowblind and its licensees in the event of bankruptcy of Interplay."*

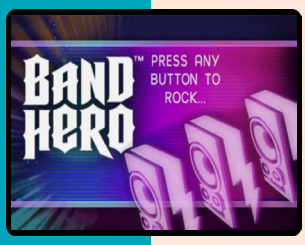
Baldur's Gate: Dark Alliance II received "generally favorable reviews".

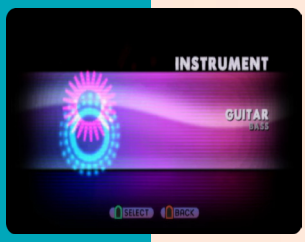
Game Informer's Andrew Reiner scored the PlayStation 2 version 8.5 out of 10, calling it *"role-playing bliss."* He praised the range of characters, missions and weaponry, the item customization, the non-linear structure and the range of environments. Comparing the game to the original, he called it *"a much deeper play with a higher level of interaction."*

GameSpot's Ryan Davis scored the game 8 out of 10, writing *"Though not as impressive as the original game, Dark Alliance II will surely satisfy players looking for a well-crafted, accessible action RPG experience."* He praised the range of missions, and the ability to craft new weaponry, but was critical of the graphics, which he felt hadn't really advanced.

Band Hero

5.8



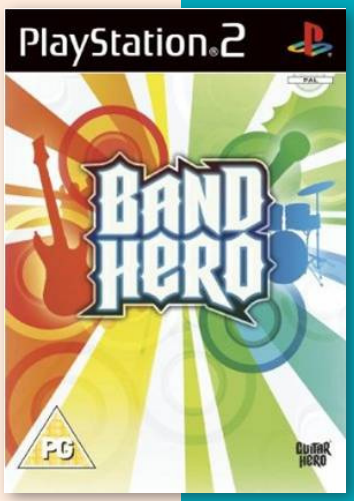


Developer	BudCat
Publisher	Activision
Release date	(us) November 3, 2009
Genre	Music
Mode	1-4 Players

Band Hero is a spinoff game as part of the Guitar Hero series of music rhythm games. The game is structurally similar to Guitar Hero 5, and supports full band play (lead and bass guitar, drums, and vocals) including the drop-in/drop-out and in-song instrument and difficulty change menus, and additional multiplayer modes as Guitar Hero 5.

Band Hero introduced an updated revision of the drum kit that shipped with Guitar Hero World Tour. Many changes were made to address weight and size concerns that made assembly difficult, and the stand's crossbar was moved to the bottom to improve leg room and allow the bass pedal to be supported by it. The cymbals were changed to a circular shape from the previous triangular design, and the sensitivity of the drums themselves were adjusted. An in-game sensitivity adjustment feature is also supported. The game features 65 songs from "mainstream acts".

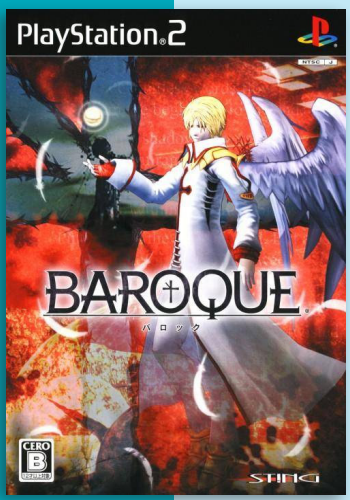
A day following Band Hero's release, the band No Doubt filed a lawsuit against Activision. In a similar manner as Guitar Hero 5, where the avatar of Kurt Cobain could be used to play any of the songs in the game and leading to questionable virtual performances, the same was found to be true for the No Doubt avatars in Band Hero. No Doubt's lawsuit claimed their contract limited their performance to the three songs within the game and that they were never told their avatars would be used in that manner. Activision argued that it believes that the manner of use of the band's avatars in the game is within the bounds of the contract. Activision subsequently filed a countersuit against the band, alleging contract breaches; Activision claimed that it was *"publicly known"* that in-game characters in the Guitar Hero series, once unlocked, could be used for all game modes, and that No Doubt's request came well after the game's code was finalized. Crack head, Courtney Love, expressed an intention to file legal action for Cobain's appearance in Guitar Hero 5, said to NME that she would join No Doubt in their lawsuit against Activision. In October 2012, on the eve of trial, the case was settled for undisclosed terms.



Band Kit

Baroque

6.0



J N P

Developer	Sting
Publisher	Sting, (us) Atlus, (eu) Rising Star Games
Release date	(jp) June 28, 2007
Genre	Action role-playing
Mode	1 Player

Baroque is a remake of the 1998 Sega Saturn game, a post-apocalyptic RPG game in which all hell has literally broke loose on earth. As the game starts, the world has been devastated by a heat wave and left nothing but demon infested ruins and a mysterious "Nerve Tower" which many claim that holds the answers to the apocalypse. Players take the role of an amnesiac survivor who decides to enter the tower in search for clues to both his identity and the reasons behind the apocalypse.

The game plays as an RPG dungeon-crawler, in which players control their character and attempt to clear each floor in the tower from monsters, earning experience and items and only occasionally journeying outside the tower to get weapons and equipment from a few NPCs.

The PS2 remake adds additional floors, items and creatures and updates the whole game with a completely polygonal engine (the original used 2D sprites to depict characters and monsters). Furthermore, the point of view has been changed from first person to third person and the gameplay has been modified accordingly to make the game more of an action-RPG than the original.

Produced by Takeshi Santo, Baroque saw a Japan-only release for the Sega Saturn; a Japanese release for the PlayStation followed in 1999, with a limited edition of the game appearing simultaneously. Masaharu Iwata composed the audio for Baroque while Toshiaki Sakoda developed the sound effects. Additionally, Shigeki Hayashi composed the music for the remake.

Baroque received mixed reviews, with a combined score on GameRankings of 58%. The most common complaint focused on the game's extreme difficulty curve. RPGFan explained *"...it is not for everyone. Only those who truly appreciate rogue-like RPGs will be able to get the most enjoyment out of it."*

Daemon Hatfield of IGN felt that while Baroque had a *"unique"* concept, it lacked direction. Hatfield criticized the game concept as *"convoluted"* and rated the game "5.4".

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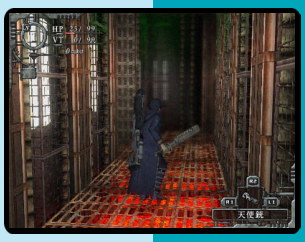
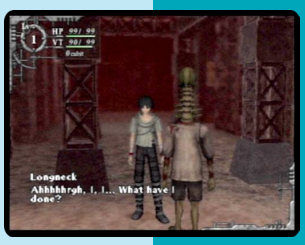
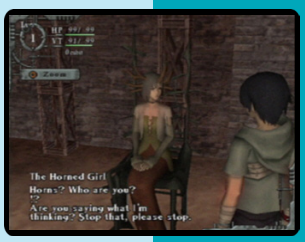


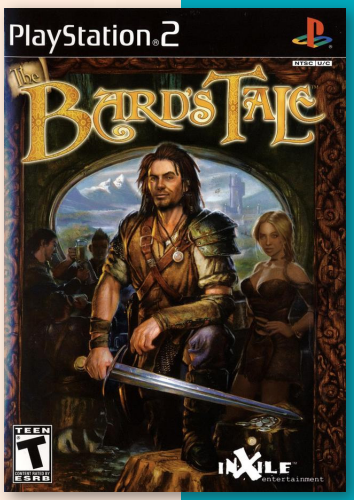


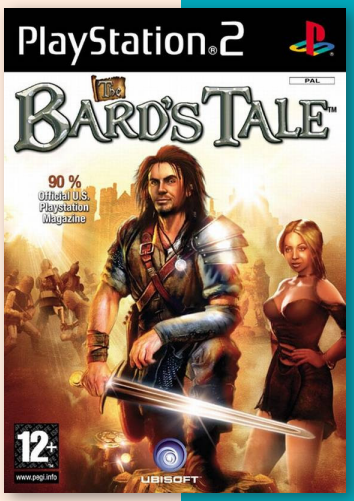


The Bard's Tale

7.6

Developer	InXile Entertainment
Publisher	InXile Entertainment, (eu) Ubisoftz
Release date	(us) October 26, 2004
Genre	Action role-playing
Mode	1 Player





The Bard's Tale was marketed as a humorous spoof of fantasy role-playing video games. It is neither a remake nor a sequel to Interplay Productions' Tales of the Unknown, Volume I: The Bard's Tale (1985).

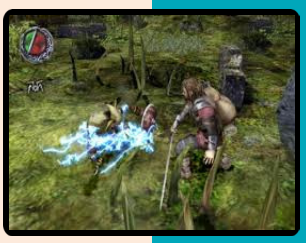
The plot involves "a sardonic and opportunistic musician and adventurer, driven by carnal rather than noble pursuits. The Bard, who is never identified by a specific name nor addressed by anything other than 'The Bard,' is not interested in saving the world; his humble motivations are strictly 'coin and cleavage'. Accompanied by the omnipresent Narrator (voiced by Tony Jay) who obviously can't stand the Bard and uses every opportunity to sarcastically comment on his actions.

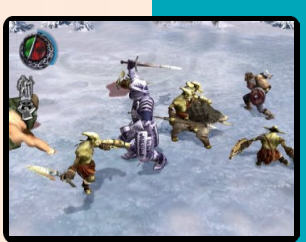
Completely unlike the classic Bard's Tale games, this game is in a 3D environment with the player watching his only controllable character from an overhead vantage point, and it is better described as an action-adventure game than a traditional role-playing video game (i.e. there are no character classes or inventory management).

The player's character, The Bard, has magic and weaponry at his disposal to complete the task. The more the player accomplishes, the better his skills will become. The appearance and gameplay is much the same as the Baldur's Gate: Dark Alliance series, which shares the same graphics engine.

In dialog game uses a "snarky or nice" system that allows the player to change the outcome of many situations by deciding how they want to respond. Some choices, such as being snarky to the dog at the beginning of the game, have game-lasting consequences. The first decision is whether to be nice or snarky to the barmaid in The Drunken Rat. Being nice to her gives her the impression that the Bard is a gentleman and she leaves him alone, while being snarky ensures the Bard will spend the night with her.

The PlayStation 2, Xbox, and iOS versions received "favorable" reviews, while the PC version received "average" reviews, according to video game review aggregator Metacritic.





The Baseball 2002

Developer	Konami
Publisher	Konami
Release date	(jp) March 28, 2002
Genre	Sports
Mode	1-2 Players

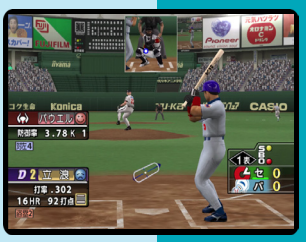
The Baseball 2002 feature Japanese pro players and team stats. A total of 480 players is included, and feature their face, physique and gestures. In addition, 11 stadiums are reproduced in the game. The game features real time commentaries by Ryo Kawamura, announcer of Nippon Television, Takeshi Horiuchi and Kiyoshi Nakahata.

The Baseball 2003

7.6

Developer	Konami
Publisher	Konami
Release date	(jp) March 20, 2003
Genre	Sports
Mode	1-2 Players

The Baseball 2003: Battle Ballpark Sengen Perfect Play Pro Yakyuu is a baseball game released only in Japan in 2003. The game features real time commentaries and bench reports, and the players have been animated using motion capture technology. It includes 12 teams and 528 real life players.



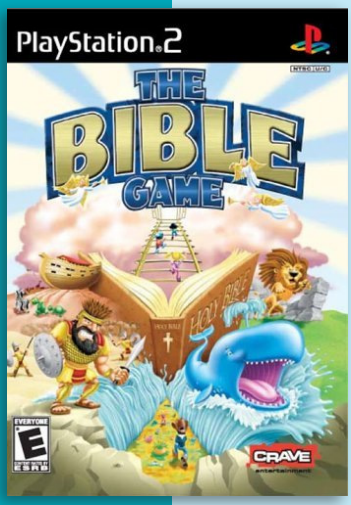
The Baseball 2003: Akikigou

Developer	Konami
Publisher	Konami
Release date	(jp) September 4, 2003
Genre	Sports
Mode	1-2 Players

This edition features the 2003 updated Japanese pro players and team stats. New additions to the game include: fielder cursors, stamina gauges, and fluid defensive plays which allows players to grab those normally out-of-reach line drives. A training mode gives players a chance to practice pitching, defense, batting and Konami's new "Shock System" which makes for more fluid game where players react immediately after hitting a pitch.

The Bible Game

6.7



Developer	Crave
Publisher	Crave
Release date	(us) October 23, 2005
Genre	Trivia
Mode	1-4 Players

The Bible Game is a Christian party game aimed at Christians and is "family-friendly". There are a variety of trivia questions related to the Old Testament. The main two modes are "TV Game Show" and "Challenge Games". The latter lets players choose any minigame. The game feature multiplayer mode for up to 4 players.

The game received "mixed or average reviews".

N P

The Battle of Yuu Yuu Hakusho: Shitou! Ankoku Bujutsukai! 120%

6.3

Developer	Dimps Corporation
Publisher	Banpresto
Release date	(jp) January 11, 2007
Genre	Fighting
Mode	1-2 Players

The game is a port of an arcade 3D fighting game based on the YuYu Hakusho manga and anime series created by Yoshihiro Togashi. This adaptation of the manga follows the "Dark Tournament" story arc, where members of Yusuke's team confront the powerful demon Toguro.

J

Baskelian

6.0

Developer	Jorudan
Publisher	Jorudan
Release date	(jp) August 7, 2003
Genre	Sports
Mode	1-2 Players

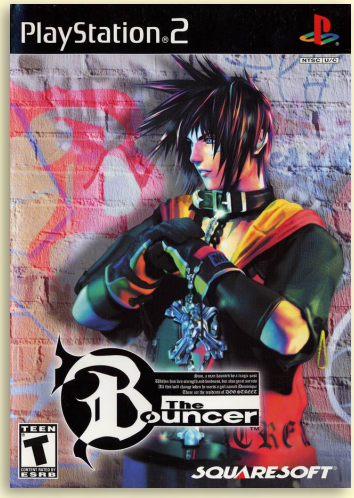
Baskelian is an anime-based street basketball game. The game feature more than 80 playable characters from the Manga series. Features include one-on-one exhibition, league games, championship battle, and player trade. It also include a card collection mini-game.

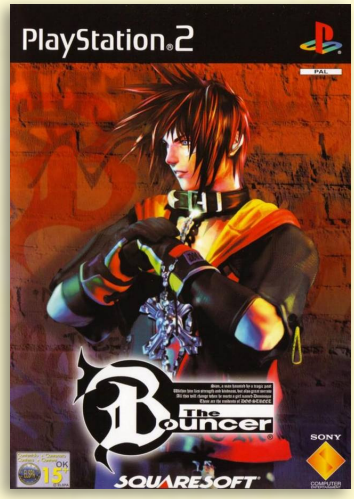
The game was scheduled to be released by 505 Game Street as Space Basketball in Europe, but ultimately cancelled.

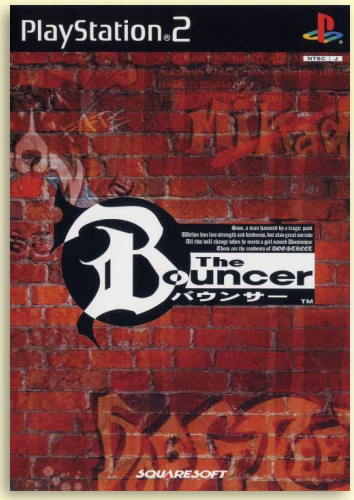
J

6.6

The Bouncer







J N P

Developer	DreamFactory
Publisher	SquareSoft, (us) Square Electronic Arts, (eu) SCEE
Release date	(jp) December 23, 2000
Genre	Beat-'em-up
Mode	1-2 Players

The Bouncer was produced by Shinji Hashimoto, co-directed by Takashi Tokita and Seiichi Ishii, and features character designs by Tetsuya Nomura, and music by Noriko Matsueda and Takahito Eguchi.

The game tells the story of three bouncers in the fictional city of Edge on a rescue mission to save their young friend from the Mikado Group, a solar technology megacorporation owned by the megalomaniacal Dauragon C. Mikado. The game is structured like a "playable action movie," with the plot unfolding differently depending on which character the player chooses for specific gameplay sequences.

Controls in The Bouncer are similar to those in the PlayStation1 Tobal series. Certain buttons denote high, middle, and low attacks, whilst others are used for jumping attacks, blocking, and special moves. Players have a health meter during gameplay, which, if depleted, means the player dies. Players also have a limited amount of guard points available to them, although this is not represented by an onscreen meter. As the player blocks, the amount of guard points diminish. When they are gone completely, the player can no longer block.

The game's combat uses ragdoll physics, which allows characters to be launched several feet into the air, making it possible to juggle enemies by striking them repeatedly. Enemies can also be thrown or otherwise knocked into one another, causing all of them to take damage at once.

The game was announced at the Spring Tokyo Game Show in March 1999, where it was revealed as Square's first PlayStation 2 title. On July 12, 1999, IGN reported that Square was working on three PlayStation 2 games; an unknown game, a Final Fantasy game and a fighting game, which was thought to be Ehrgeiz 2. Footage of the game was subsequently shown at the SIGGRAPH Convention in August, at which time the game was still thought to be Ehrgeiz 2. The footage showed the three main characters, which at that time were two men and one woman, fighting a group

of ninjas in a café. However, on August 23, MagicBox.com reported the game was not a sequel, but an original story. The title of the game was revealed on September 10, when Sony announced the PlayStation 2 launch titles.

A non-playable demo was shown at the Fall Tokyo Game Show in September. IGN reported *"Square's "Seamless Action Battle System" means that players will roam from adventure sequence to fighting sequence without intermittent FMVs or cutscenes that look out of place; the adventure aspects blend seamlessly into massive street brawls involving as many ten characters."* GameSpot were also very enthusiastic about the early footage from the game, writing *"The Bouncer is arguably one of the strongest visual demonstrations of the PlayStation 2 hardware thus far. Designed to appear as though you're controlling characters in a movie, The Bouncer's camera movements and special effects truly appear as though they're straight out of a Hollywood creation."*

On September 21, IGN published a roundtable interview with members of the development team; character designer Tetsuya Nomura, composers Noriko Matsueda and Takahito Eguchi, and co-director Takashi Tokita. The developers outlined the gameplay mechanics, the branching story, the versus and survival modes, the music, the character design, and the challenges of working on the PlayStation 2 for the first time. Tokita claimed the most difficult aspect of the game's creation was working with the PlayStation 2's hardware. The team also said the gameplay was partially derived from DreamFactory's Ehrgeiz and Tobal games, while graphically, the atmosphere was developed with the use of filters and lighting.

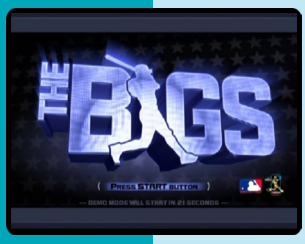
Takashi Tokita; co-director;
"The selling point of an "action game" is the feeling of oneness with the character, but on the other hand, action games lack characterization and story development. RPGs can cover most of these narrative factors, but command input-type RPGs sacrifice the tempo, thrill factor, and the feeling of immediacy. The Bouncer's system is a combination of the best elements from these two genres."

The Bouncer was the first PlayStation 2 game to feature Dolby 5.1 sound, which was used specifically for the FMV sequences. In addition, it features voice acting with subtitles in both English and Japanese. Because the game was being considered for North American release early in production, the English voices were recorded first. The Japanese voices were recorded and incorporated later to *"provide more of a DVD quality to the game."*

With the consideration of its high-profile development team, as well as the fact that it was a front-runner PlayStation 2 release, The Bouncer was highly anticipated. However, the game was perceived as a disappointment by many, and was largely seen as mediocre.

The Bigs

7.1

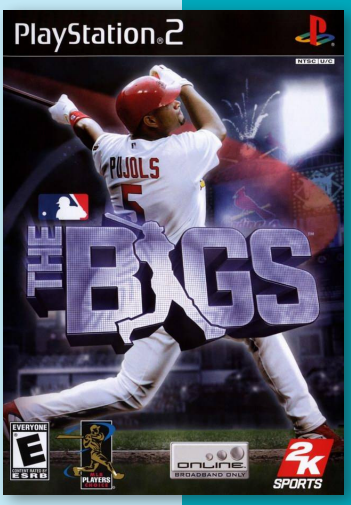


N

Developer	Blue Castle Games
Publisher	2K Sports
Release date	(us) June 25, 2007
Genre	Sports
Mode	1-4 Players

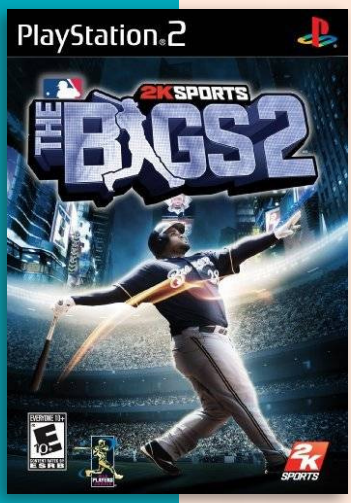
The Bigs is an arcade-style baseball game. It features *"outrageous visuals and intuitive gameplay mechanics,"* focusing on stylistic rather than realistic design, and gameplay featuring power-ups and turbo. It has also given the game of baseball a more "street" feel to it.

Reviews of the game have been positive, with critics praising the games "Rookie Challenge" mode, and the simplistic controls.



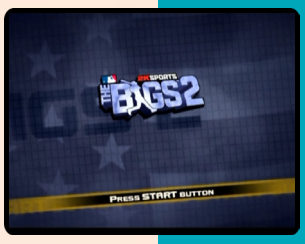
The Bigs 2

6.1



Developer	Blue Castle Games
Publisher	2K Sports
Release date	(us) July 7, 2009
Genre	Sports
Mode	1-4 Players

The Bigs 2 performs as the direct sequel to The Bigs. The game features an over-the-top playing style, like the first game established. Unlike the first game, The BIGS 2 allows players to play through the full 162 game season and will allow the player to act both as general manager and as the players on the field by allowing the player to trade, draft, and manage other front office activities.



N

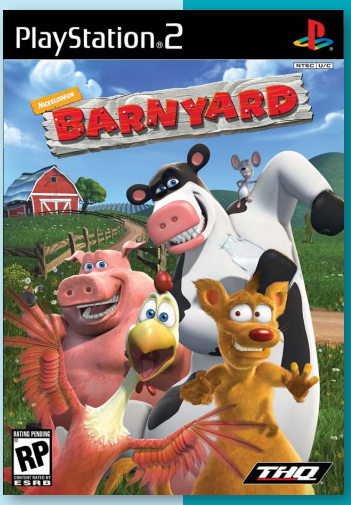
Barnyard

6.2

N P

Developer	Blue Tongue Entertainment
Publisher	THQ
Release date	(us) August 1, 2006
Genre	Party, adventure
Mode	1 Player

Barnyard is a party-oriented adventure game based on the movie of the same name. The game has various different accounts of gameplay from missions to a mini-game type system. Players play the game through a sequence of 9 chapters as a cow of their choosing. As they progress through the chapters in the game, players will meet new characters, unlock new areas, get more in-game currency etc.



Baseball Live 2005

5.6

Developer	Namco
Publisher	Namco
Release date	(jp) April 21, 2005
Genre	Sports
Mode	1-2 Players

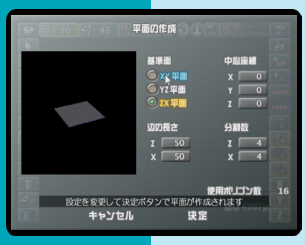
Baseball Live 2005 is a Sports game, developed and published by Namco, which was released in Japan in 2005.

The game feature 11 different modes, including; Dream League, time slip, Tournament, Jinsei, Heat Chu! Theater and other new modes

J

Basic Studio: Powerful Game Koubou

6.0



Developer	Artdink
Publisher	Artdink
Release date	(jp) April 19, 2001
Genre	Miscellaneous
Mode	1-2 Players

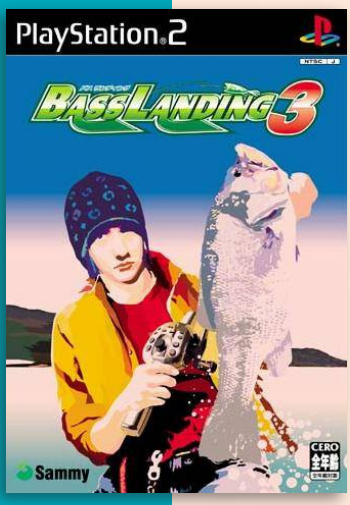
Basic Studio: Powerful Game Koubou is a collection of tools that allows users to create games using the BASIC programming language.

The software also features POPEGG and mouse/keyboard compatibility. Games users have made can be saved to a memory card.

J

Bass Landing 3

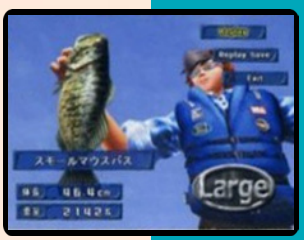
7.1



Developer	Sammy Studios
Publisher	Sammy Studios
Release date	(jp) February 27, 2003
Genre	Sports
Mode	1-2 Players

Bass Landing 3 is the sequel to the PlayStation1 series. Players need to take the weather and the state of the lake into consideration before starting to fish. The game also feature a 2 player split-screen mode.

The game was also released as a bindle with the Tsuricon2+ fishing controller.



J

BASS Strike

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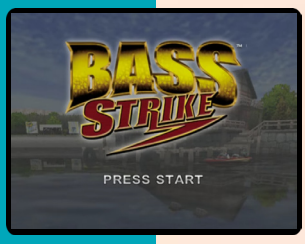
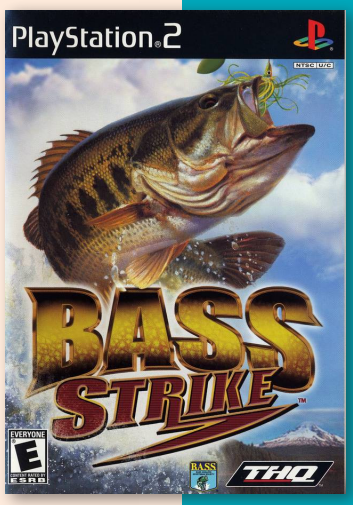


J N P

Developer	THQ
Publisher	THQ, (jp) Capcom
Release date	(us) September 26, 2001
Genre	Sports
Mode	1 Player

BASS Strike was the first bass fishing title to hit the PlayStation 2 and features a license from the B.A.S.S. (Bass Anglers Sportsman Society). The player can choose from six different anglers and fish on several different lakes, each with their own “hot spots”. There are 36 authentic lures to choose from including real equipment and with the B.A.S.S. license, the Bass Master Classic is available to compete in with the authentic rules.

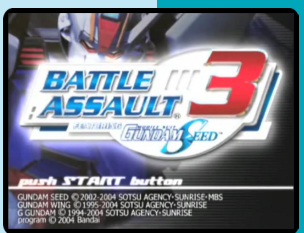


Battle Assault 3 featuring Gundam Seed

4.8

Developer	Natsume
Publisher	Bandai
Release date	(us) December 7, 2004
Genre	Fighting
Mode	1-2 Players

Battle Assault 3 is the fifth game in the series. It was the first to feature full 3D graphics and it also focused on units from the Gundam Seed anime. Players can also use surrounding buildings and objects in the environment to destroy opponents in various modes, including Versus mode, two-versus-two Tag mode, and a cooperative combat.



N

Battle of Sunrise

8.1

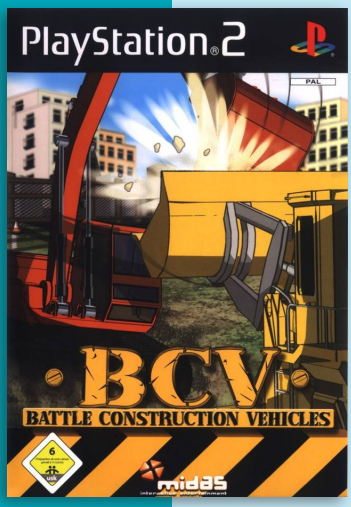
J

Developer	Sunrise Interactive
Publisher	Sunrise Interactive
Release date	(jp) April 10, 2008
Genre	Turn-based strategy
Mode	1 Player

Battle of Sunrise can be seen as Sunrise take on the Super Robot Taisen franchise. The game feature mecha from thirty years of animation production, from lesser known giant robots like Layzner to a mobile suit from Char’s Counterattack. Players move on a hexagonally divided battlefield whit battles in full 3D.

BCV: Battle Construction Vehicles

5.6



Developer	Artdink
Publisher	Artdink, (eu) Midas Interactive Entertainment
Release date	Fighting
Genre	(jp) June 1, 2000
Mode	1-2 Players

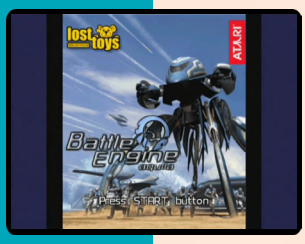
J P

BCV: Battle Construction Vehicles, known in Japan as Kensetsu Juuki Kenka Batoru: Buchigire Kongou!!, is a non-traditional fighting game for the PlayStation 2 game console, where the player must battle in various construction vehicles.

The game was one of the first PlayStation 2 titles to be released in DVD-ROM format, rather than CD-ROM as most early PS2 titles were.

Battle Engine Aquila

7.3



Developer	Lost Toys
Publisher	Atari
Release date	(us) January 19, 2003
Genre	First-person shooter, Simulation
Mode	1-2 Players

N P

In Battle Engine Aquila players pilot the Battle Engine for the Forseti military in their wars against the Muspell to decide who will rule what's left of the world.

The Battle Engine has two modes of operation: "Jet mode" allows the Battle Engine to fly for a limited time, "Walker mode" transforms the Battle Engine into a mech-like walking tank. When the Battle Engine is in Walker Mode, its weapons are considerably stronger than when it is in Jet Mode, it is tougher but much slower.

The campaign provides at least 8 hours gameplay on the easiest difficulty, and each level presents players with a new threat or dilemma to tackle. There are a variety of boss - style unique enemies that play key roles on the battlefield, and a variety of standard units to take on as well.

The game also involves some strategic thinking, giving players the option of what targets to prioritize rather than giving them a specific objective. Players may at any point choose to take out the enemies factories, distract their fighters, harass incoming landing craft or pick off specific targets.

Battle Engine Aquila received little attention from the public despite overall good reviews from critics.

The fate of humanity

Experience bombing runs, turret gunning, and all-out attacks – missions are as varied as space itself!

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TEEN T Mild Violence

PlayStation 2 XBOX VIVENDI UNIVERSAL games

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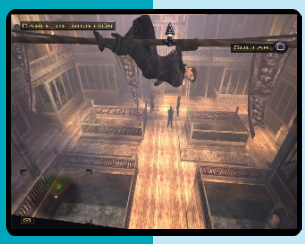
Batman Begins

6.4



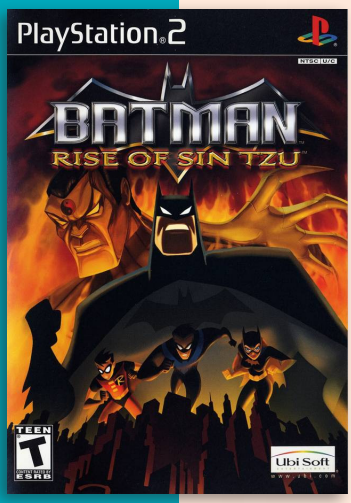
N P

Developer	Eurocom Entertainment Software
Publisher	EA Games
Release date	(us) June 14, 2005
Genre	Stealth, Action-adventure
Mode	1 Player

Batman Begins has a unique system involving intimidation. Whereas most superhero games require straightforward fighting, Batman Begins features the utilization of the environment to frighten opponents. On top of this is traditional stealth gameplay reminiscent of the Splinter Cell series, such as sneaking. There are many ways to incapacitate enemies with stealth, using various combat and martial arts techniques.

Batman: Rise of Sin Tzu

6.3



Developer	Ubisoft Montreal
Publisher	Ubisoft
Release date	(us) October 16, 2003
Genre	Beat 'em up
Mode	1-2 Players

Batman: Rise of Sin Tzu is based on the television series The New Batman Adventures and is a sequel to the game Batman: Vengeance.

As Batman, the player has to fight groups of enemies. The story mode, which forms the bulk of the game, can be played either alone or co-operatively, and rewards players for completing levels not only by continuing the story, but also with an upgrades system.

N P

Batman: Vengeance

6.8

? N P

Developer	Ubisoft
Publisher	Ubisoft
Release date	(us) October 15, 2001
Genre	Action-adventure
Mode	1 Player

Batman: Vengeance is based on the television series The New Batman Adventures. In the game, Batman finds himself entangled in a web of his villains' schemes while attempting to stop the Joker's plan to destroy Gotham City.

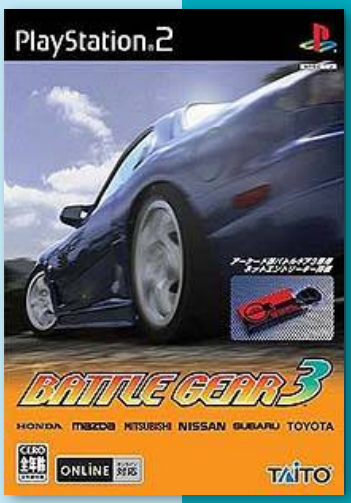
Batman can walk, run, sneak against walls, climb, glide through the air with his cape and engage in hand-to-hand combat. The game features 19 stages.

Battle Gear 3

7.7

J

Developer	Nex Entertainment
Publisher	Taito Corporation
Release date	(jp) December 25, 2003
Genre	Racing
Mode	1-2 Players



Battle Gear 3, an arcade port, is a racing game based on real Japanese locations such as Hakone and touge races on board tuned sports cars licensed by famous Japanese makers including Nissan, Toyota and Mazda. The PS2 update feature an opening CG movie, an exclusive “Event Race” online contest mode and some extras from the updated version, consisting of four cars (D-Class) and two courses (B).

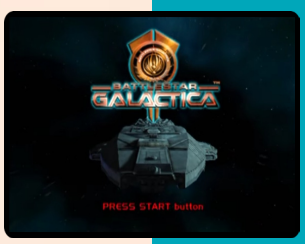
The port’s audiovisual related features have been improved for the PlayStation 2. The sound of the engine and new songs (according to the extra courses) were added. Natural sounds such as birds and bugs were introduced. In the other hand, the visual design was all renewed.

Two editions were released in Japan, a standard version including the Battle Gear Net Entry Key and a Limited Edition bundled with a Tomica die-cast Nissan Skyline (R34) tuned by Taito original model. The “Net Entry Key” is a secure device manufactured by Nesys and designed with a personal code required to register the Battle Gear Net arena from the game’s custom designed arcade cabinet. The key is used to compete in local game centers’ sponsored championships, to upload Best Time records, to unlock car parts and extra cars, and personal tuning settings.

Battlestar Galactica

6.6

Developer	Warthog
Publisher	Vivendi Universal Games
Release date	(us) November 19, 2003
Genre	Shooter, Simulation
Mode	1 Player



Battlestar Galactica is based on the 2003 miniseries in which the player plays as Commander Adama as a younger man, and flies a number of missions in different craft against Cylon ships, following Adama’s career during the First Cylon War. Though presumed set in the continuity of the 2004 reboot, the visuals were based on the designs of the original 1978 series and like the original series.

N P

Battlefield 2: Modern Combat

8.0

JNP

Developer	Digital Illusions
Publisher	EA Games
Release date	(us) October 24, 2005
Genre	First-person shooter
Mode	1 Player

Battlefield 2: Modern Combat is a first-person shooter in the Battlefield series and the first Battlefield game for video game consoles.

The single player campaign game revolves around a fictional war between NATO and China that takes place in Kazakhstan. The media on both sides air propaganda that accuses the other of war crimes while the player fights for each nation back and forth.

Multiplayer differs heavily from Campaign mode. The game offers two game modes, Conquest, and Capture the Flag. Both game modes support a total of 24 players.

Like the game itself says, it changes online, and it is shown throughout gameplay. Various features such as sounds, movement, weaponry, and even different buttons are used different ways in multiplayer to better fit the competitors. Players can choose to play on whichever two sides are on a map, which can be NATO (American or European) against China, or NATO (American) against MEC. EU and China never clash against MEC on any map in multiplayer. There is a large selection of maps on which large multiplayer battles will ensue. They range from desert towns to a secret Chinese airfield. Note however that during Capture The Flag matches the maps are downsized. Only the middle fraction of the map is playable.

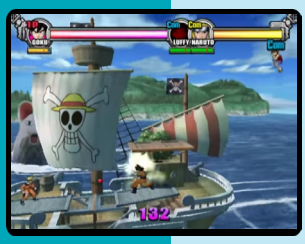
In Conquest, the goal is to capture a majority of the flags scattered across the map.

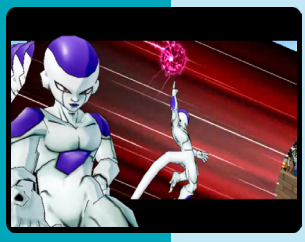
In Capture the flag, players battle on a scaled down version of any one of the maps. There are only two positions, one on each side, which house each team's flag. There are multiple spawns in each position. Instead of the flags being mounted on flagpoles, as in Conquest mode, they are instead small flags perched on small bases.

Online play also supports the clan option. A single person can create a clan and invite other players into the clan, they are also able to promote, demote, and kick members as well. Customizable options include the clan name, clan motto, and clan news. Both gamemodes are accepted on the clan feature.

Battle Stadium D.O.N

6.8





J

Developer	Eighting
Publisher	Namco Bandai Games
Release date	Fighting
Genre	(jp) July 20, 2006
Mode	1-2 (4) Players

Battle Stadium D.O.N is a Japanese crossover fighting game for the GameCube and PlayStation 2. The "D.O.N." in the game's title is derived from Dragon Ball, One Piece, and Naruto, the three manga series published by Weekly Shōnen Jump upon which the game is based.

Similar to the Super Smash Bros. series, up to four players (on multi-tap) battle on one of 11 dynamic stages in battles based around free-roaming two-dimensional character movement. Unlike other fighting games, D.O.N uses a "tug-of-war" fighting system. Attacking opponents will knock glowing orbs out of them for players to collect, with a bar at the top of the screen indicating what percentage of the orbs in play each character possesses; the size and value of these orbs vary depending on the strength of the attack used. Players who collect a majority of the orbs will enter "burst mode", dramatically increasing their speed and attack power. To win a fight, a player must either collect all of the orbs in play, leaving their opponents with none, or possess the highest percentage of orbs when time runs out.

The game features a total of 20 playable characters, 12 of which are available from the start.

Beach King Stunt Racer

7.5

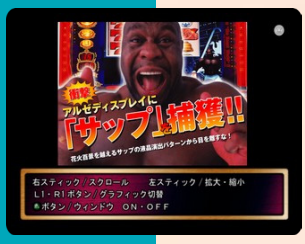
P

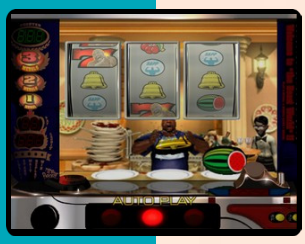
Developer	Davilex
Publisher	Davilex
Release date	(eu) August 28, 2003
Genre	Racing
Mode	1 Player

Bikini Beach: Stunt Racer pits the player against the clock in an effort to please the hot mascot babes at various tropical paradises. The player selects from among 3 male characters, each with his own dune buggy. The goal is to impress trophy women by riding the dune buggy around various courses in Bali, Rio, and St. Tropez and performing increasingly outrageous and daring stunts worth varying points.

Beast Sapp

7.0





Developer	Aruze Corp
Publisher	Nippon Amuse
Release date	(jp) May 27, 2004
Genre	Gambling
Mode	1 Player

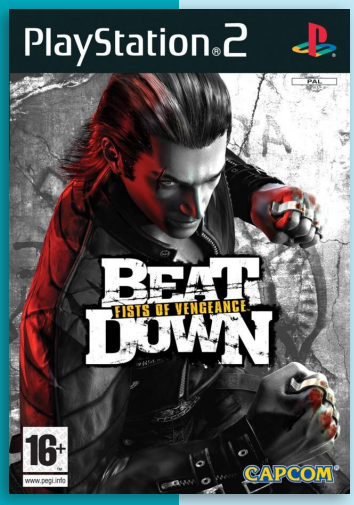
Beast Sapp is a pachinko simulation that is a recreation of the Beast Sapp pachislo machine with different levels of zoom, and also a unlockable picture gallery.

The game is set around Robert Malcolm "Bob" Sapp, an American kickboxer, mixed martial artist, professional wrestler, actor, comedian and former professional American football player.

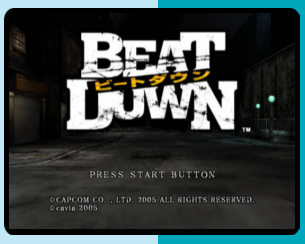
"psxdatacenter.com"

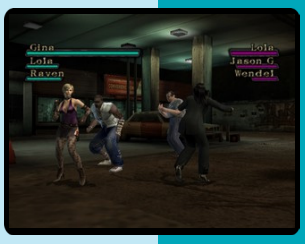
Beat Down: Fists of Vengeance

4.8



Developer	Cavia Inc.
Publisher	Capcom
Release date	(us) August 23, 2005
Genre	Beat 'em up, Fighting
Mode	1-2 Players



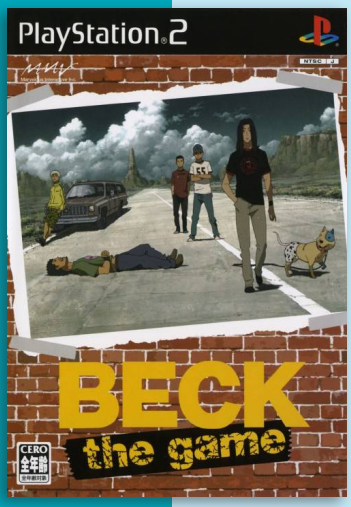


Beat Down: Fists of Vengeance is a 3rd person action RPG/Beat 'em up for the PS2 and Xbox. In it, the player takes the role of any of 5 gangsters, having been betrayed by their boss and scattered across the city. The player earns respect on the street by fighting enemies to take down a shadowy organization and gain control of Los Sombras. The player also has complete control of team-building and can free-roam for most of the game.

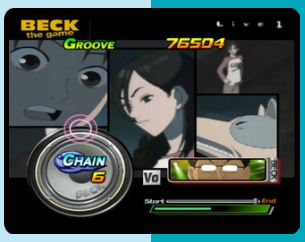
There are numerous moves that the player can use to beat their enemies including hand-to-hand combat, melee weapon combat and in the later stages of the game firearms such as pistols and shotguns. Powerful combination moves (referred to in-game as "combos") can be learned from a variety of NPCs in exchange for cash or upon reaching a certain skill level. During the course of the game, players can buy clothes or undergo plastic surgery to disguise themselves and evade the rival gangsters and police who pursue them. There is also a rating system based on three attributes: Cash Flow (including items), Leadership (gang size and respect) and Charisma (negotiating skill). These can all be altered by player's choices and have an effect on the ending received.

Beck: The Game

6.3



Developer	Flagship
Publisher	Marvelous
Release date	(jp) March 31, 2005
Genre	Adventure, Music
Mode	1 Player



Beck is based on the Japanese manga series written and illustrated by Harold Sakuishi. In the game, Yukio Tanaka serves as the protagonist and the unlikely manga hero goes through the motions as dictated by the source material. When it's time for action, the screen shifts to a rhythm based guitar strumming action game where cues must be hit in time in order to progress further.

"psxdatacenter.com"

J

Bee Movie Game

6.5

N P

Developer	Beenox
Publisher	Activision
Release date	(us) October 30, 2007
Genre	Action
Mode	1-2 Players

Bee Movie Game is based on the Dreamworks-animated movie of the same name. As Barry B. Benson, players take on an adventure to save the bees' production of honey through New York City. Players can drive through the city using racecars, scooters, taxicabs, and trucks. Players can "fly" Barry at high speed through the sky. Using the Pollinator, players can Blast through obstacles or they can Buzz to cause a chain reaction.

Ben Hur: Blood of Braves

6.4

Developer	Microids
Publisher	Microids
Release date	(eu) February 28, 2003
Genre	Racing
Mode	1-2 Players

Ben Hur: Blood of Braves is a 3D chariot racing game set in the time of the Roman empire, where the player will race and battle his opponents across the circuits of the ancient world.

The game offers a total of 15 characters to choose from and 17 race courses. While racing against the other opponents 64 spells can be used. Ranging from healing to magic attacks as well as skill upgrades.

P

Beatmania

"Wikipedia"

Beatmania is a rhythm game developed and distributed by Konami and first released in December 1997. It contributed largely to the boom of music games in 1998, and the series expanded not only with arcade sequels, but also moved to home consoles and other portable devices, achieving a million unit sales. The Bemani line of music games from Konami is named after the series, and was first adopted in the arcade release of Beatmania 3rdMix and kept ever since. The series came to an end with the last game being Beatmania The Final, released in 2002.

Beatmania gave birth to several spinoffs, such as the Beatmania IIDX series (a more advanced version featuring 7 keys and higher difficulty levels) and the other being Beatmania III, a remake of the 5-key series which featured a more modern hardware platform, a pedal for optional effects and a 3.5" floppy disk drive to save play records.

While the series was never ported to home computers, there have been unlicensed hard-drive copies which made it playable on a computer's keyboard, or even with a modded PlayStation controller. Its popularity led to non-official simulators, with one of the most popular being BM98.

Beatmania and its variants have a following in Japan and all around the world. The password based Internet Ranking service allowed competition wherever a machine is available. Today in the United States, many of the original beatmania cabinets are in the hands of arcade collectors and Bemani enthusiasts, and consequently are a rare sight at many arcades.

The player takes the role of a club DJ who must manipulate the controls according to the instructions on screen to win the praise of the audience. Each game consists of a set number of songs of various difficulties, and each song must attain a certain degree of satisfaction from the audience in order to progress to the next.

The arcade game controls consist of five plastic vertical rectangular keys that are arranged in a zigzag pattern like the letter "M" or in vibraphone type arranged. They resemble the layout of the keys of a piano (e.g. C, C#, D, D#, and E) and are color-coded in the same fashion, with the lower row white and top row black. A turntable is to the right of the five keys, and is turned, or "scratched".

Two major styles of the Beatmania cabinet were originally created, the standard cabinet, and the mini-style cabinet.

The Beatmania series has been released on multiple platforms in addition to its arcade releases. The majority of the games have been featured on the PlayStation and have also been featured on the Game Boy Color, and the WonderSwan. The North American Beatmania on the PS2 also features Beatmania play.

Several key mixes were never ported to home or portable consoles, including Beatmania 7thMix and Beatmania The Final. Also there are many console exclusive songs that were never introduced on the Arcade releases, in mixes such as Gottamix and The Sound Of Tokyo. Many songs were also released on one mix at the arcades but released on another style for the consumer versions. The best example of this was Gottamix 2, which contained consumer exclusive songs in addition to the "Complete Mix 2 Anothers" that were released months earlier as an arcade exclusive.

Beatmania IIDX, first introduced in Japan on February 26, 1999, has since spawned 25 arcade releases and 14 console releases on the PS2. It is the sequel to the beatmania game series, and part of the Bemani line of music games.

In IIDX games, players recreate the musical score of songs available to them through the use of a DJ simulating controller. The player must coordinate their hands in order to hit the correct keyboard buttons, spin the turntable, or a combination of both in correspondence to color-coded notes that approach the judgement bar displayed on screen. Notes are divided on screen by columns which separate them accordingly to match the seven buttons and the turntable on the DJ simulating controller. As a result of hitting notes, different sounds are then produced throughout a songs duration. Correctly hitting notes will produce an accurate musical score, while incorrectly hitting notes will produce inaccuracies and mistakes in the music.

Starting from beatmania IIDX 17 SIRIUS, two new note types are added. Charge Notes is a note that must be pressed and released on the right time, while Backspin Scratch is a scratch note which require the player to spin the disc in

a direction, then spinning it in the opposite direction at the end. Both are valued two combos; one for the beginning note and one for the ending note. beatmania IIDX 23 copula introduced a variation called Hell Charge Notes, which refill the gauge when held down but rapidly deplete it when not. Unlike regular Charge Notes, they can be pressed at any time, though missing the timing window will still break the player's combo.

From beatmania IIDX to beatmania IIDX 4th Style, song difficulty ranged from Level 1 to Level 7. beatmania IIDX 5th Style introduced flashing Level 7s as the new top difficulty. Flashing 7s gave way to Level 8 difficulty in beatmania IIDX 10th Style, and Level 8+ was added in beatmania IIDX 11 IIDXRED. The version immediately after, beatmania IIDX 12 HAPPY SKY, introduced a new difficulty scale, from Level 1 to Level 12, which has remained the standard.

Konami also released home versions of IIDX for the PS2 console in Japan. The home versions are known as CS (consumer software or console) styles, while the arcade versions are known as AC (arcade cabinet or arcade) styles. The CS games can be played with a DualShock controller or with a special controller from Konami that recreates the arcade experience. Konami manufactures two forms of home controllers, which are known as Konami Official Controllers (KOC) and Arcade Style Controllers (ASC). The KOC is much cheaper than the ASC, but is smaller than the ASC. In addition, KOCs look very different from ASCs and have a smaller space between the turntable and the keys. Konami purports the ASCs to be "arcade-accurate," in that they both resemble and feel like a controller on an arcade machine. For example, the controller itself is much larger and has the turntable further away from the keys. Both styles have a detachable key panel that can be placed to the left or the right of the turntable as the player desires. Aftermarket controllers are also readily available, often containing lit turntables and keys.

Each CS style corresponds to an AC style of the game and usually contains every song that debuted on its respective AC style, with the exception of certain licensed songs on 1st-3rd AC (released collectively as 3rd CS) that Konami was unable to secure the rights to again. In addition, CS styles may feature a selection of "revivals" - songs that appeared on previous AC or CS styles, "preview songs" - songs that appear on AC styles that do not yet have corresponding CS styles, and "CS exclusive" songs that appear only on CS styles.

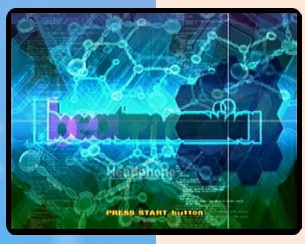
Music is an integral part of the beatmania IIDX series. Featuring a wide selection of genres and artists, both licensed and in-house, the Beatmania IIDX series is well known for its original music. Konami produces an original soundtrack of each game, usually a few months after release, due to the appeal of the music. Konami also releases original albums by Beatmania IIDX artists through its online store, Konamistyle. It's also a tradition that Konami crossovers some songs from other Bemani games such as Pop'n Music or Dance Dance Revolution.

Songs often include music videos when played, although only some songs contain dedicated videos. Some songs contain generic videos shared by multiple songs, and some of these have additional animated graphics overlaid atop them.

To date, the only video game system to have seen a IIDX game is the Sony PlayStation 2.

Beatmania

6.7



Developer	Konami
Publisher	Konami
Release date	(us) March 28, 2006
Genre	Music
Mode	1-2 Players

beatmania, also known colloquially as beatmania (US) or BMUS to distinguish it from the original arcade game beatmania, is the first version of beatmania IIDX to be released in the United States.

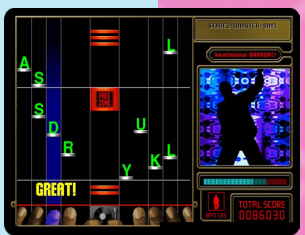
There are 58 tracks in this game. All tracks are playable in Game Mode, and then in Free Mode after being played once in Game Mode.

N

BeatMania Da Da Da!!

7.4

Developer	Konami
Publisher	Konami
Release date	(jp) March 29, 2001
Genre	Music
Mode	1 Player



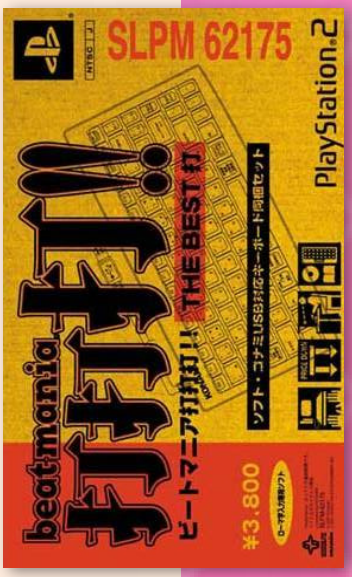
beatmania Da Da Da!! is a console adaptation of the PC rhythm typing tutor beatmania Da!!, which combines a typing tutor with the rhythm gameplay of the beatmania series. As in regular beatmania, notes descend from the top of the screen toward a bar, timed to cross the bar in time with elements of the music. Each note has a letter above it, which must be typed on the keyboard at the proper time to play the music.

J

BeatMania Da Da Da!! The Best Da

7.3

Developer	Konami
Publisher	Konami
Release date	(jp) May 16, 2002
Genre	Music
Mode	1 Player



BeatMania Da Da Da!! The Best Da is the second typing game in the beatmania series after beatmania Da!!.

"mobygames.com"

note; The game may be just a bundle package of BeatMania Da Da Da!!, with a USB keyboard and the regular game. Not a sequel as stated by mobygames.com

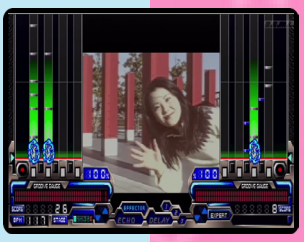
J

BeatMania IIDX 3rd Style

7.4

Developer	KCEJ
Publisher	Konami
Release date	(jp) November 2, 2000
Genre	Music
Mode	1-2 Players

3rd Style was the first of the PS2 games in the IIDX series. This version contains a selection of tracks from the first four arcade IIDX games - beatmania IIDX, IIDX Substream, IIDX 2nd style, and IIDX 3rd style - for a total of more than 80 songs, though it does not feature a complete selection of songs from any specific arcade version.



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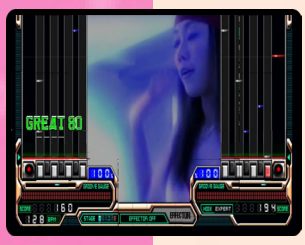
BeatMania IIDX 4th Style: New Songs Collection

7.5



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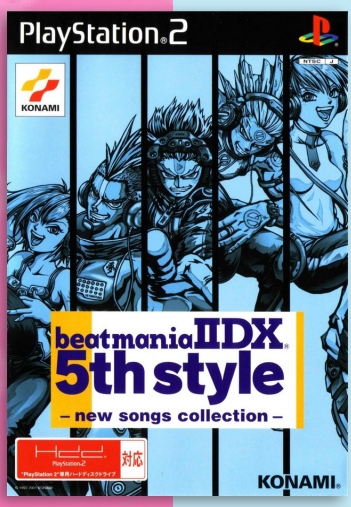
Developer	KCEJ
Publisher	Konami
Release date	(jp) March 29, 2001
Genre	Music
Mode	1-2 Players

4th style is a direct port of the arcade version, plus preview songs from 5th Style, as well as new songs, and two revivals from previous versions. It feature more than 50 tracks. There are three main modes: Arcade mode tasks the player with completing several tracks in succession, Free mode lets the player freely play any unlocked song, and Practice mode.

BeatMania IIDX 5th Style: New Songs Collection

7.5



Developer	Konami
Publisher	Konami
Release date	(jp) August 30, 2001
Genre	Music
Mode	1-2 Players

As with other IIDX home releases, it contains all the new songs from the Arcade version, revivals from older styles, and new songs. The game also features a Beginner mode, “Drill Mode” and is supported by the PS2 Hard Drive to improve loading times. 5th Style’s songlist featured the first songs that would later become “flashing 7s”.

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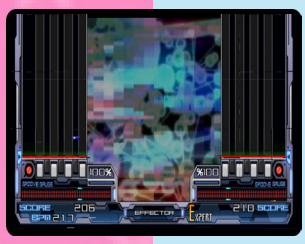
Beatmania IIDX 6th Style: New Songs Collection

7.9



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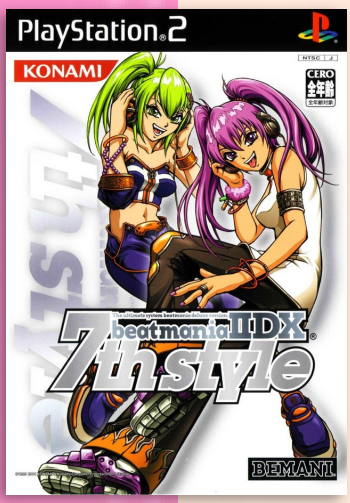
Developer	Konami
Publisher	Konami
Release date	(jp) July 18, 2002
Genre	Music
Mode	1-2 Players

6th Style features 40 new songs. It introduced new features such as letter grades (ranging from F to AAA) and the new Hard Mode (which removes the usual 80% lifebar requirement, but makes the lifebar itself stricter). The game also features "Drill Mode", an unlockable artwork gallery, Tatsujin movies, and the ability to view the videos from the songs.

BeatMania IIDX 7th Style

7.7



Developer	KCE Studios
Publisher	Konami
Release date	(jp) May 14, 2004
Genre	Music
Mode	1-2 Players

7th Style contained two preview songs from 8th and 9th Style, as well as some revivals. 5-Key was left as a mode instead of a modifier (unlike the arcade version), and unlike future home releases, the special Extra Stage methods were not present. Masters Mode was also introduced as a modified version of Survival Mode.

J

BeatMania IIDX 8th Style

8.0

J

Developer	Konami
Publisher	Konami
Release date	(jp) November 18, 2004
Genre	Music
Mode	1-2 Players

8th Style is a direct port of the arcade version, with three preview songs from IIDX RED, as well as new songs, and some revivals.

New in this edition are two new expert modes designed to test the skills of high-level players, and the gallery mode from 6th style has also returned.

Beatmania IIDX 9th Style

8.0

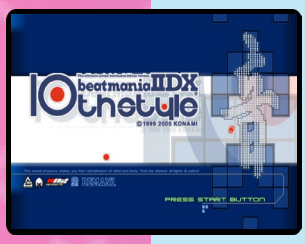
Developer	KCE Studios
Publisher	Konami
Release date	(jp) March 24, 2005
Genre	Music
Mode	1-2 Players

As with other IIDX home releases, it contains all the new songs from the Arcade version, revivals from older styles, and new songs. The home version also features higher quality graphics than previous versions, and S/PDIF audio output for higher quality sound. Of note, the console version of 9th Style does not suffer from the same timing issues as the Arcade version.

J

BeatMania IIDX 10th Style

7.8



J

Developer	Konami
Publisher	Konami
Release date	(jp) November 17, 2005
Genre	Music
Mode	1-2 Players

10th Style contained previews from Happy Sky, along with several exclusive songs, including crossover tunes from other Bemani games like DDR Ultramix 3.

All of the game modes from the previous title have returned: Arcade, Expert, Class, Beginner's, Free, Training, and Gallery.

BeatMania IIDX 11: IIDX Red

8.1

Developer	Konami
Publisher	Konami
Release date	(jp) May 18, 2006
Genre	Music
Mode	1-2 Players

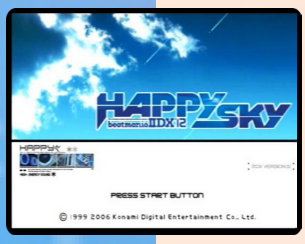
Beatmania IIDX11: IIDXRED (with RED standing for "Revolutionary Energetic Diversification") was first released in arcades by Konami in 2004.

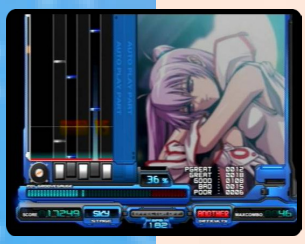
Core gameplay remains the same on IIDX RED. A new rating, a flashing 8 was added to the difficulty scale. The unused side of the screen during single player play is now used to house a score graph, containing a real-time comparison of the current player against the high scores.

J

BeatMania IIDX 12: Happy Sky

8.2





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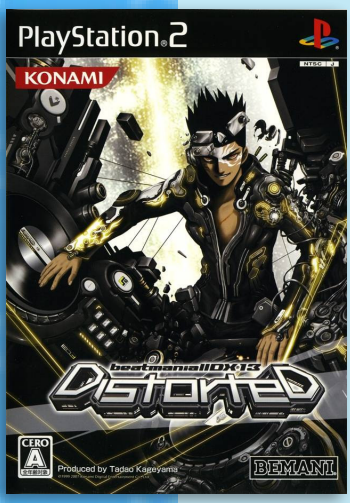
Developer	Konami
Publisher	Konami
Release date	(jp) December 14, 2006
Genre	Music
Mode	1-2 Players

Happy Sky introduced several small but significant changes to the series, such as a new difficulty scale, and a new boss song.

Core gameplay remained the same on Happy Sky. Songs are now ranked on a 12-point rating scale, with the difficulties being renamed in the process as well. “LIGHT7/14” is now Normal and “7/14KEYS” is now Hyper. All songs have been re-adjusted to fit the new ranking scales.

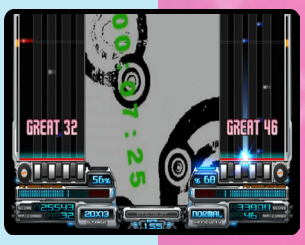
BeatMania IIDX 13: DistorteD

8.5



Developer	Konami
Publisher	Konami
Release date	(jp) August 30, 2007
Genre	Music
Mode	1-2 Players

Distorted contains all the new songs from the arcade (except one, SAMBA DE JANEIRO), 12 new songs, a selection of revived tracks, a preview song from Gold, and in honor of the 10th anniversary of Beatmania, 6 songs from the original 5-key beatmania series. The training mode on Distorted CS also features the Regul-Speed modifier option.



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BeatMania IIDX 14: Gold

7.9

J

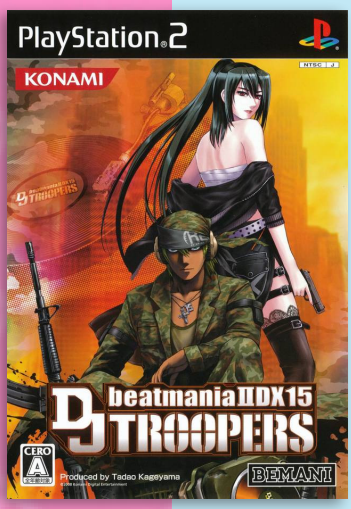
Developer	Konami
Publisher	Konami
Release date	(jp) May 29, 2008
Genre	Music
Mode	1-2 Players

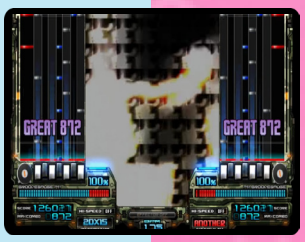
The home version includes new songs such as 6 collaborations with IIDX regulars, 6 unlockable songs, and revivals of older songs from other IIDX versions and from the original 5-key Beatmania series, a total of 96 songs.

Some pre-order bundles for the game also include the “Beatnation Summit” DVD, the artwork book “Puzzle - Maya Takamura’s Pieces”, and L.E.D’s album, Denjin K.

BeatMania IIDX 15: DJ Troopers

8.1





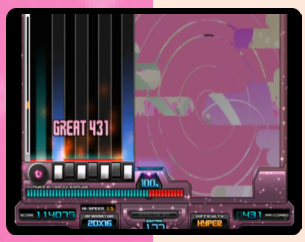
Developer Konami
Publisher Konami
Release date (jp) December 18, 2008
Genre Music
Mode 1-2 Players

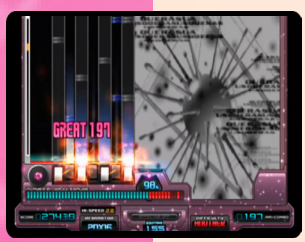
Core gameplay remains the same on DJ Troopers. A new hidden modifier called "ALL-SCRATCH" changes most of the notes to scratches. In addition, a new tutorial mode has been added featuring interactive tutorials on basic gameplay elements, which is presented by Michael a la Mode, the vocalist from GOLD RUSH from the previous style (who is visually portrayed by DanceDanceRevolution sound director Jason "Stillwind" Borenstein with sunglasses and a "Beatnation Records" T-shirt). In addition, tweaks to 5-key mode have been made, using the right-side of the keyboard on the 2P side instead of the first 5 keys.

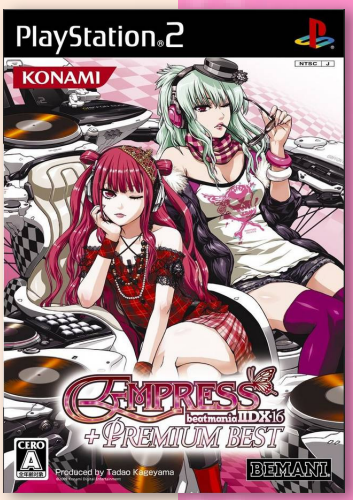
New songs in the Home version include collaborations, smoooch from the recently released Beatmania IIDX 16: Empress as a preview song, along with revivals from past styles.

BeatMania IIDX 16: Empress + Premium Best

8.1







Developer Konami
Publisher Konami
Release date (ko) January 15, 2009
Genre Music
Mode 1-2 Players

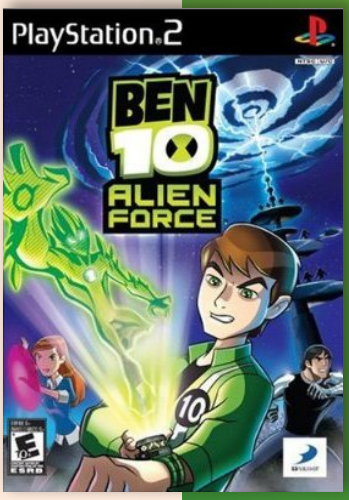
Empress Place is the extra stage system used by Empress. During regular play, players randomly accumulate colored jewels. These jewels are used to unlock the 3 songs, each song representing a famous empress.

Unlike previous home versions, the home version of Beatmania IIDX 16: Empress contains two discs. The first one is the EMPRESS disc, which contains songs from the arcade version, home version-originals, and some revivals. The second, called PREMIUM BEST disc, contains the rest of the revivals which were selected from the whole Beatmania IIDX series games. Each disc contains 99 songs, adding the total to 198 songs. It was the final version of Beatmania IIDX released on the PS2.

4.5

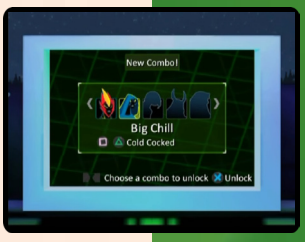
Ben 10 - Alien Force

Developer	Monkey Bar Games
Publisher	D3Publisher
Release date	(us) October 28, 2008
Genre	Action
Mode	1-2 Players



Regarding the plot, Ben, Gwen and Kevin are on their way to an amusement pier when the tracking system in the car picks up signals from alien artifacts located at the pier. But it appears the Forever Knights are also after the artifacts. While retrieving the artifact, they encounter the Tetramand Plumber named Gorvan who explains the Highbreed are after several artifacts on earth.

The major part of the game sees the player taking control of Ben. He can transform in to a multitude of aliens that vary in size and abilities. But some parts are played with Gwen or Kevin. Gameplay includes defeating enemies, bosses, platforming and solving puzzles. The game can be played solo or in co-op.



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Ben 10 Alien Force: Vilgax Attacks

7.0

Developer	Papaya Studios
Publisher	D3Publisher
Release date	(us) October 27, 2009
Genre	Action
Mode	1 Player

Ben 10: Alien Force – Vilgax Attacks is the third game in the Ben 10 video game series, and the second game to be based on the Ben 10: Alien Force series. The second game was based on the first two seasons of series; while Vilgax Attacks is based on the third and final season of the series.

For the most part, gameplay across the seven included worlds is a balance of action and puzzle-solving that revolves around the skills of Ben's alien forms. For example, Ben might need to change into his Humungousaur form to break through doors, or use his Swampfire form to ignite flammable substances. Each form has different combinations and special attacks that it can execute, and Ben can unlock new abilities by defeating enemies and collecting glowing energy orbs.

N P

Ben 10 Ultimate Alien: Cosmic Destruction

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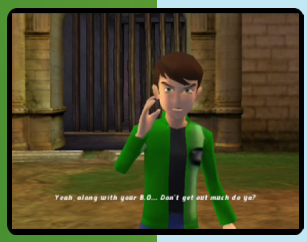

Developer	Papaya Studios
Publisher	D3Publisher
Release date	(us) October 5, 2010
Genre	Action
Mode	1-4 Players

In the game, it is now no longer a secret to the world that Ben is a superhero and he is now in control of the Ultimatrix. Earth is threatened by a strange Galactic storm housing a powerful evil and the power of the Ultimatrix may not be enough. Now Ben has to find several Galvan artifacts scattered around the planet to enhance the powers of the Ultimatrix.

The player takes control of Ben and can transform in to a multitude of aliens that vary in size, and abilities. Gameplay includes defeating enemies, bosses and solving puzzles. In the game various earth locations are visited like China, Paris, Tokyo and Rome. The game characters are voiced by the original TV voice actors.

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Ben 10: Protector of Earth

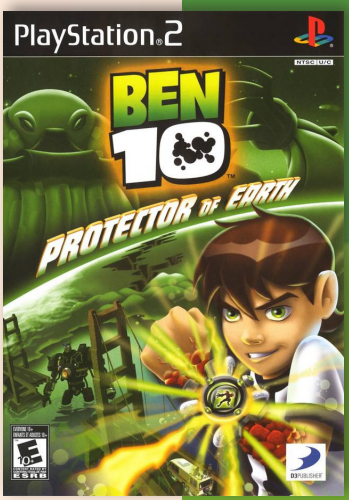
5.6

Developer	High Voltage Software
Publisher	D3Publisher
Release date	(us) October 30, 2007
Genre	Beat-'em-up
Mode	1-2 Players

Ben 10: Protector of Earth is the first Ben 10 game. In the beginning, Ben can stay an alien for a limited amount of time, but after defeating some bosses, Ben unlocks more powers for his aliens and even unlocks the master control, meaning he can stay alien for an infinite amount of time or switch between aliens without draining Omnitrix energy. Attack combos can be unlocked collecting Omnitrix points. Limited power boosts or invincibility can be gathered, as well as bonuses to make the Omnitrix recharge faster.

In the main boss levels, a quick time event similar to those of God of War allows players to execute a special attack at certain points.

Critical reception has been mainly average.



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BEYOND GOOD & EVIL

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There's only one way to blow the lid off a government conspiracy: expose the lies. And no one can do it better than Jade, an Action Reporter with an eye for the truth and the heart of a hero. See beyond the propaganda. Discover the secrets of a broken world. Fight to save your people from an Alien threat. But above all, believe in nothing – except yourself.

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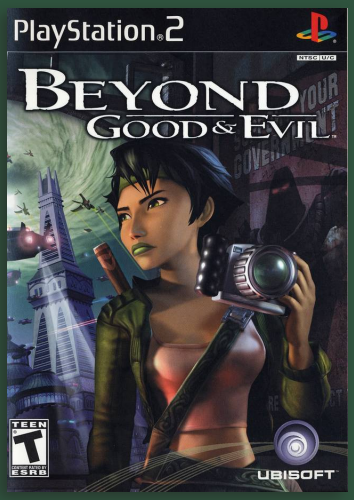


Beyond Good & Evil

Developer	Ubisoft Montpellier
Publisher	Ubisoft
Release date	(us) November 11, 2003
Genre	Action-adventure
Mode	1 Player

Beyond Good & Evil is a 2003 action-adventure game developed and published by Ubisoft for the PS2, Windows, Xbox and GameCube.

The story follows the adventures of Jade, an investigative reporter and martial artist, who works with a resistance movement to reveal a planet-wide alien conspiracy. The player controls Jade and allies, solving puzzles, fighting enemies, and obtaining photographic evidence.

Beyond Good & Evil is an action-adventure game with elements of puzzle-solving and stealth-based games. The player controls the protagonist, Jade, from a third-person perspective. Jade can run, move stealthily, jump over obstacles and pits, climb ladders, push or bash doors and objects, and flatten herself against walls. As Jade, the player investigates a number of installations in search of the truth about a war with an alien threat.

In the game's interior spaces, the player solves puzzles and makes their way past enemies in order to reach areas containing photographic evidence. Jade's main tools are her Daï-jo combat staff (a melee weapon), discs for attacking at range, and a camera. Jade's health can be restored using food items and can be increased beyond the maximum with "PA-1s" that, when held by Jade or her companions, increases their life gauge by one heart. If Jade's health is depleted, the game will restart at the last checkpoint. Certain stealth segments later in the game automatically kill Jade if she is detected.

At times, it is only possible to advance in the game with the help of other characters. These characters are computer-controlled, and players direct them via contextual commands. For example, the player can order them to perform a "super attack", either pounding the ground to bounce enemies into the air, allowing the player to hit them from long distances, or knocking them off balance, making them vulnerable to attack. These allies possess a health bar and are incapacitated if it is depleted. Jade can share some of her items, such as PA-1s, with these characters.

In addition to obtaining evidence and completing assignments, Jade's camera can take pictures of animal species in exchange for currency, and scan objects to reveal more information about the environment. When the "Gyrodisk Glove" is obtained, Jade can attack enemies or activate devices from a distance by using the camera interface. There are also various minigames and sub-missions offered by NPCs scattered throughout the world.

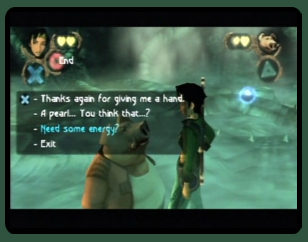
A hovercraft is used to travel around the world, and also used for racing and in other minigames. Later, the spaceship Beluga is acquired. The hovercraft can dock with the spaceship. Both vehicles require upgrades in order to reach new areas and progress through the game. Upgrades are purchased using pearls that are collected throughout the game, by completing missions, exploring areas, filling in the animal directory or by trading credits for them. The vehicles have a boost ability, and can

be repaired using a "Repair Pod" if damaged by enemies.

Beyond Good & Evil was developed by Michel Ancel, the creator of Rayman, at Ubisoft's Montpellier studios in France. The game was developed under the codename "Project BG&E", with production lasting more than three years. A group of 30 employees composed the development team. Ubisoft's chief executive officer, Yves Guillemot, fully supported the project and frequently met with the team. After years working on Rayman, Ancel wanted to move on to something different. He recalled that the goal of Beyond Good & Evil was to *"pack a whole universe onto a single CD—mountains, planets, towns. The idea was to make the player feel like an explorer, with a sense of absolute freedom."*

A second goal behind Beyond Good & Evil's design was to create a meaningful story amid player freedom. Ancel said that the linear nature of the gameplay was necessary to convey the story; player freedom was an experience between parts of the plot. He also strove to create a rhythm similar to a movie to engage and delight players. The game drew on many influences and inspirations, including the Miyazaki universe, politics and the media, and the aftermath of the September 11 attacks. In creating the lead character, Ancel's wife reportedly inspired the designer, who wanted to portray a persona with whom players could identify.

Beyond Good & Evil was first shown publicly at the 2002 Electronic Entertainment Expo, where it received a negative reception. Originally more *"artistically ambitious"* and resembling games like Ico, the game was substantially changed in order to make it more commercially appealing. Jade, originally a teenage girl, was redesigned to be more powerful and befitting of her job. The game was also shortened by removing long periods of exploration, due to Ancel's dislike of this aspect of gameplay in The Legend of Zelda: The Wind Waker. The development team was *"demoralized"* by the changes, with Ancel commenting that the finished game resembled a sequel more than a reworking. Prior to release, playable previews of the game were offered in movie theaters.



Beyond Good & Evil was nominated for and won many gaming awards. The International Game Developers Association nominated the title for three honors at the 2004 Game Developers Choice Awards: "Game of the Year", "Original Game Character of the Year" (Jade) and "Excellence in Game Design". Ubisoft titles garnered six of eleven awards at the 2004 IMAGINA Festival in France, with Beyond Good & Evil winning "Best Writer" and "Game of the Year Team Award." The Academy of Interactive Arts & Sciences nominated the game for "Outstanding Achievement in Character or Story Development" at the 2004 Interactive Achievement Awards. In IGN's "The Best of 2003", the PlayStation 2 version won "Best Adventure Game," while the GameCube version received "Best Story." Beyond Good & Evil's audio was also recognized. The game was nominated for the "Audio of the Year", "Music of the Year", "Best Interactive Score", and "Best Sound Design" awards at the second annual Game Audio Network Guild awards. It was similarly nominated for the "Outstanding Achievement in Original Music Composition" and "Outstanding Achievement in Sound Design" awards at the 2004 Interactive Achievement Awards. At the 3rd Annual National Academy of Video Game Trade Reviewers Awards, the game was nominated for the following categories: "Game Design"; "Original Adventure Game"; "Control Design", winning 2 ("Game Design" and "Original Adventure Game").

Berserk

8.0

J

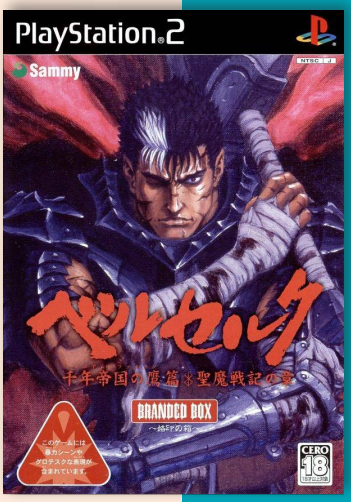
Developer	Sammy Studios
Publisher	Sammy Studios
Release date	(jp) October 7, 2004
Genre	Beat-'em-up
Mode	1 Player

Berserk Millennium Empire Arc: Chapter of the Holy Demon War is the second video game based on the manga Berserk. Sammy licensed the game to YBM-Sisa for a Korean version, which was released at the same time.

Its predecessor, Sword of the Berserk: Guts' Rage, was released on Dreamcast by ASCII in 1999. Both Berserk video games were created by the Japanese developer Yuke's.

The game's story covers part of the Millennium Empire Arc from the manga volumes 22 to 27. With its more detailed polygonal models, it is visually more sophisticated than its five years' predecessor on Sega Dreamcast. The maps are much larger than in the first game. Motion Capture process was used for added realism in character moves. Voice dubbing was made with the original anime television series cast.

Two different releases were made in Japan, a collector Branded Box Limited Edition special package including a Guts action figure created by the famous Japanese manufacturer Art of War and the cheaper Standard Edition. In Republic of Korea, the Korean subtitled standard edition was bundled with the action figure in small quantities, only offered to pre-ordering customers.



Limited Edition

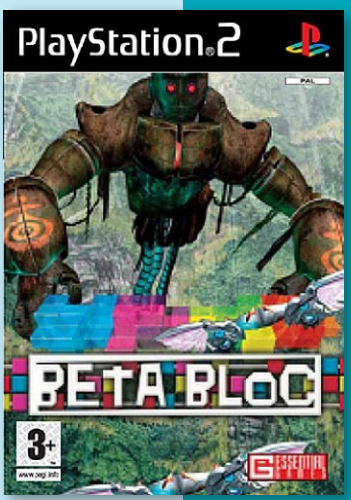
Beta Bloc

7.0

P

Developer	Tamsoft
Publisher	D3Publisher, (eu) Essential Games
Release date	(jp) September 14, 2006
Genre	Action
Mode	1-2 Players

Beta Bloc, released in Japan as The Block Kuzushi Quest - Dragon Kingdom, is a mix of RPG and brick-breaking gameplay played vertically. Players earn experience points and level up as they clear each stage and battle boss enemies at the end of each zone.



Beverly Hills Cop

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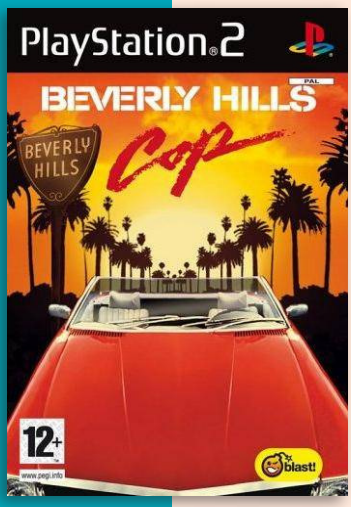
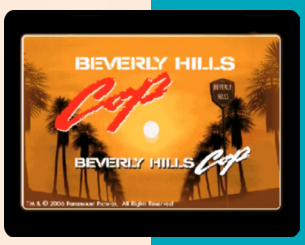


Developer	Atomic Planet Entertainment
Publisher	Blast! Entertainment Ltd
Release date	(eu) 2006
Genre	First-person shooter
Mode	1 Player

Beverly Hills Cop is an action first person shooter game based on the 1984 movie of the same name. The game stars a white, bald man as Axel Foley. The game have repetitive level design- 2 of the game's 6 levels are set in the docks and the 5th level is just a series of fetchquests with nothing else to actually do in terms of action.

Jeff Gerstmann of Giant Bomb referred to Beverly Hills Cop as "the 9/11 of video games"



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Biathlon 2008

3.0

N P

Developer	49Games
Publisher	RTL, (us) Conspiracy Entertainment
Release date	(eu) 2007
Genre	Sports
Mode	1-2 Players

Biathlon 2008, released as RTL Biathlon 2008 in Europe, is the seventh game in the Biathlon series. Biathlon consists of two elements: cross-country skiing and rifle shooting on a shooting range. The racing parts require players to keep an eye on their avatar's stamina so he won't be worn out. In the shooting sequences players has to shoot five stationary targets as quickly as possible.

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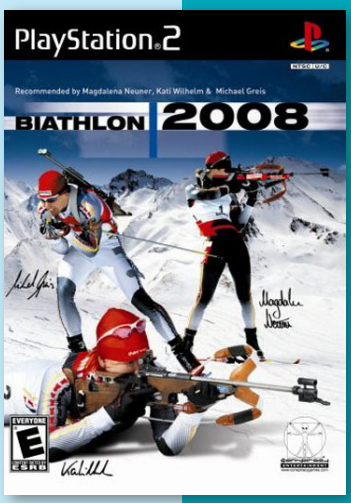


Big Bass

7.2

Developer	SIMS
Publisher	Success
Release date	(jp) November 6, 2003
Genre	Sports
Mode	1 Player

Big Bass: Bass TsuriKanzen Kouryaku is a bass fishing game. The main feature of the game is th "tournament mode" where players take part in an American BASS fishing tournament. The game also feature a tutorial and three different lakes to fish in.

J

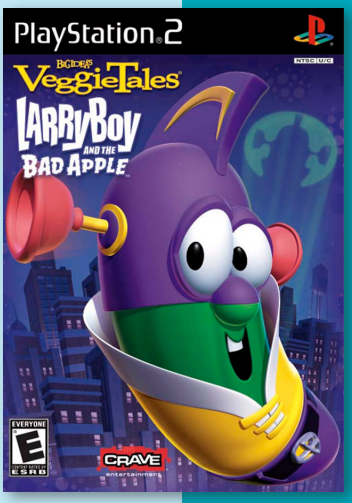
6.1

Big Idea's Veggie Tales: LarryBoy and the Bad Apple

Developer	Papaya Studios
Publisher	Crave
Release date	(us) August 8, 2006
Genre	Platformer
Mode	1-2 Players

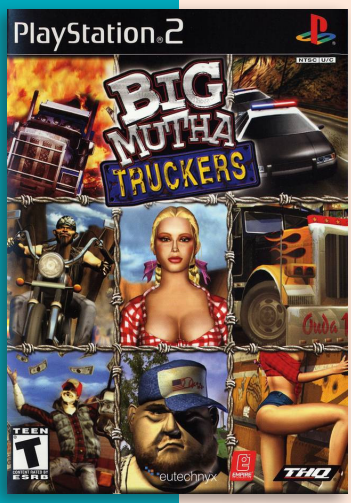
LarryBoy and the Bad Apple is based on the VeggieTales series of Christian children's videos and specifically on the movie of the same name.

The Bad Apple is taking over Bumblyburg using her power to create a world based around people's temptations. LarryBoy must save the citizens of Bumblyburg, including himself from their temptations to stop her.



Big Mutha Truckers

6.2



Developer	Eutechnyx
Publisher	Empire Interactive, (us) THQ, (jp) Spike
Release date	(eu) December 6, 2002
Genre	Racing
Mode	1 Player

Set in fictional Hick County, the game revolves around completing trips between cities, delivering goods, and competing in races while at the helm of an eighteen wheeler.

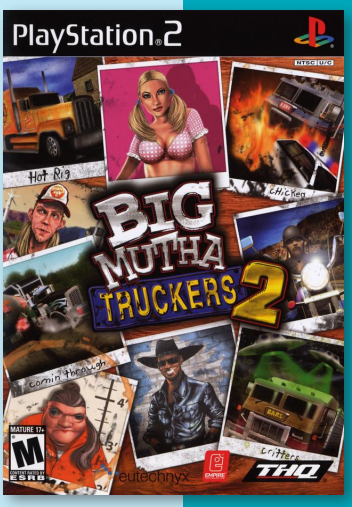
On the road, the player can earn extra money by smashing other vehicles. Law enforcement and biker gangs are both present in the game, and cause trouble for players if they attacks them by mistake.

5.1

Big Mutha Truckers 2

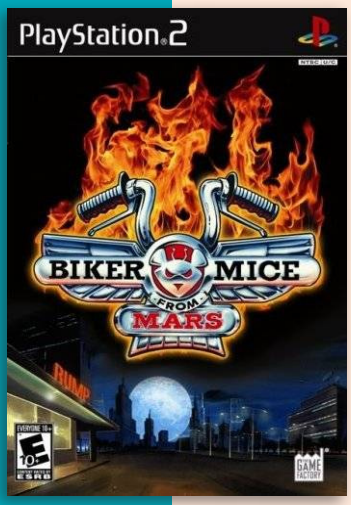
Developer	Eutechnyx
Publisher	Xplosiv, (us) THQ
Release date	(us) August 23, 2005
Genre	Racing
Mode	1 Player

The go-anywhere, any-time philosophy that was utilized in the original Big Mutha Truckers is expanded for Big Mutha Truckers 2 with additional routes, hidden shortcuts, and the ability to drive numerous vehicles. In addition, the trading process has been extremely streamlined, with more focus on the on-road action. Also instead of just law enforcers & motorcycle gangs, players also have UFOs which are after their load.



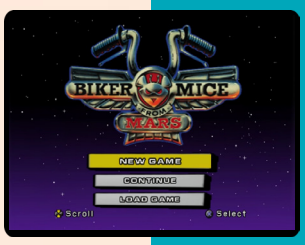
Biker Mice from Mars

2.7



Developer	Creat Studios
Publisher	The Game Factory
Release date	(eu) November 17, 2006
Genre	Racing
Mode	1 Player

Biker Mice from Mars is the second video game based on the 2006 revival. Throughout the course of the game, the player takes on the role of either Throttle, Modo, or Vinnie, and maneuvers in and out of boss battles and other such levels. Throughout the missions Charley and General Carbine will be giving players tutorials and other tips on how to fight.



N P

Bikkuri Mouse

7.0

J

Developer	SCEI
Publisher	SCEI
Release date	(jp) July 27, 2000
Genre	Miscellaneous
Mode	1-2 Players

Bikkuri Mouse is a mouse compatible drawing game aimed at children. The player can select from twelve colours, different brushes, and different drawing modes. Certain colour and shape combinations act as macros. For example: a yellow circle may produce a sun. The game also allows for two players to draw on the same stage.

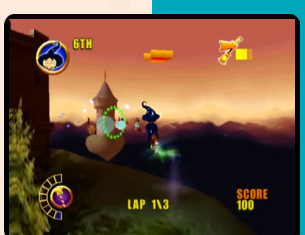
"wiki.selectbutton.net"

Billy the Wizard: Rocket Broomstick Racing

2.0

Developer	Data Design Interactive
Publisher	Metro3D
Release date	(eu) January 27, 2006
Genre	Racing, Action
Mode	1-2 (4) Players

Billy the Wizard: Rocket Broomstick Racing is a racing and platform game. In the game, the player races alongside other wizards in the Broomstick Grand Prix. The game involves the player blasting opponents out of the sky with their magical powers, and collecting extra ammunition as they skim tree-tops and plunge under low bridges and archways.



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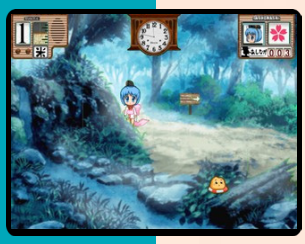
8.1

Binchou-Tan: Shiawasegoyomi



Developer	Marvelous Entertainment
Publisher	Marvelous
Release date	(jp) April 26, 2007
Genre	Adventure
Mode	1 Player

In Binchotan - Shiawase Koyomi, players use a little pet to point in different parts of the screens making Bichotan do different actions. Depending of the actions she will gain or lose points. During the game she will meet the other characters she can interact with. Players can also use the points to buy new items. The game features unlockables galleries of items, sequences, etc.

"psxdatacenter.com"

Bistro Cupid 2

5.9

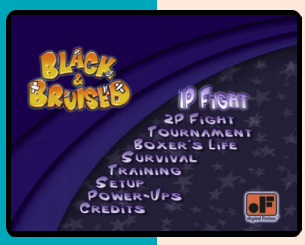
Developer	Success
Publisher	Success
Release date	(jp) August 28, 2003
Genre	Adventure, Strategy
Mode	1 Player

Bistro 2 is the sequel to the cooking and dating simulation game, this time players the the role as a boy named Deil at the cooking school. His goal is to become the greatest cooking master in the country. He will work in a restaurant after school, and meet with girls from the town. Each girl has her own cooking style and recipes to learn from.

"psxdatacenter.com"

6.3

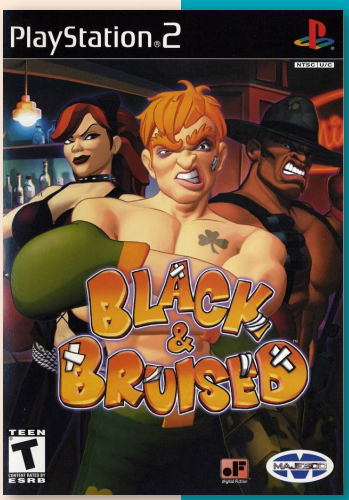
Black & Bruised



Developer	Digital Fiction
Publisher	Majesco, (eu) Sierra Entertainment
Release date	(us) January 26, 2003
Genre	Sports
Mode	1-2 Players

Black & Bruised is a cartoonish take on boxing with 18 different boxers, each with their own personality and fighting style. There are five different modes including multi-player, exhibition and a story mode told with CG with each boxer's life story is played out in story mode. Each boxer has a different special attack and power-ups can be picked up to use in matches.

"mobygames.com"



Bionicle

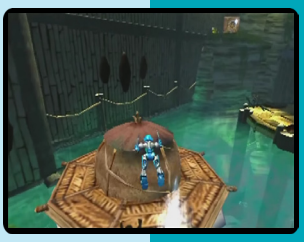
5.1

Developer	Argonaut Games
Publisher	EA Games
Release date	(eu) October 10, 2003
Genre	Action-platformer
Mode	1 Player

Bionicle: The Game is based on parts of the movie Bionicle: Mask of Light and other parts of the Bionicle storyline. Initially, the game was supposed to make each Toa, Toa Nuva, and the Toa of Light playable, but due to deadlines, much of the game was dropped. However, all of the characters are playable in the Game Boy Advance version. This was the last game released by Lego Interactive until Lego dissolved the company in 2004, with key individuals going on to found Giant Interactive Entertainment.

Basic controls include using shields and light elemental blasts to defeat enemies and open canisters. Overall, there are 8 levels in the game including the boss battle against Makuta.

Bionicle: The Game received mixed to negative reviews from critics.



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Bionicle Heroes

5.2

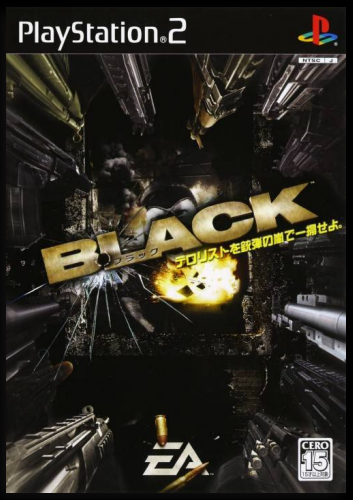
J N P

Developer	Traveller's Tales
Publisher	Eidos Interactive, (jp) Electronic Arts
Release date	(us) November 14, 2006
Genre	Action-adventure
Mode	1 Player

Bionicle Heroes, a 3D third person shooter, stars Bionicle's 2006 feature characters, the Toa Inika and the Piraka. However, the game also features enemies from previous years. Players must destroy enemies, solve puzzles in order to progress further, and throughout the game, maximize their individual special powers and gain better and deadlier weapons. There are 25 levels and 19 bosses in total.

Instead of rigidly following any year's storyline, as it could possibly restrict creative freedom, the Traveller's Tales team decided to create an independent story with as many memorable Bionicle characters present as possible. This proved difficult when balanced against fan expectations. The game engine was built upon the engine used in Lego Star Wars: The Video Game.

7.9



JNP

Black

Developer	Criterion Games
Publisher	EA Games
Release date	(eu) February 24, 2006
Genre	First-person shooter
Mode	1 Player

Black, released for PS2 and Xbox, is notable for its heavily stylized cinema-inspired action as well as its sound quality and focus on destructive effects during gameplay.

Black takes place in Ingushetia and Chechnya, Russia. The protagonist is a black ops operative named Sergeant First Class Jack Kellar (portrayed by Marty Papazian). Keller have just failed his operation. He has been incarcerated and is interrogated to reveal his mission and to find out what went wrong. The player goes through Keller's failed operation in eight areas, wasting enemy soldiers and trying to stay alive. There are primary and secondary objectives, such as reaching a rendezvous point and gathering intel.

The gameplay is essentially a straightforward first person shooter. Players can only carry two weapons at a time; therefore, strategy is needed when choosing weaponry, with weapons differing in characteristics. The player can also carry grenades, which can be thrown without switching weapons. Land mines and grenades can be detonated prematurely by shooting them.

The game is mission-based, with each mission separated by a cut scene video. On harder difficulties, there are more objectives that must be completed before the player can progress. These extra objectives involved collecting various intelligence documents, blueprints, or destroying parts of the environment. These are all indicated by the HUD cross-hair changing color when the player points at the relevant object.

Successful completion of the objectives over all missions in all difficulties above 'Easy' results in the awarding of Silver Weapons (infinite bullets) and unlocking the M16-A2 (40mm underslung grenade launcher attachment) as the starting default weapon with infinite 40mm grenades. When unlocked, these features are permanent and cannot be removed without starting a fresh storyline.

Criterion intended to *"do for shooting what Burnout did for racing - tear it apart"*, with dual emphasis on destructible environments and the handling and behavior of real-world firearms. Bullets that hit buildings, terrain and objects leave visible damage; moreover, the guns are rendered with great detail and accuracy, though some weapons' features are stylized or exaggerated. The emphasis on the appearance, function, and sounds of the weapons led the developer to label the game as "Gun-Porn." Another notable and original feature is the use of real-time blur while reloading, giving a depth of field and more perspective to the game. Similarly, when the player drops below two bars of health, the screen turns black and white, the sound of the character's heartbeat become the dominant noise and the game goes into slow motion, and the large and small motors in the control pads match the sound of systolic and diastolic part of the heartbeat.

The game was not developed with an overarching plot structure in mind and this was implemented as something of an afterthought towards the end of development. The

initial idea for relating the plot in-game came from Black's director, Alex Ward, who wanted to have a radio-play-style voiceover spoken over a 'black' screen.

Emphasising the game's action film heritage, sound effects for the weapons in the game were based on various sounds from films. For example, Bruce Willis' Heckler & Koch MP5 in Die Hard, Jack Bauer's pistol in 24, and Arnold Schwarzenegger's Uzi in True Lies.

Realising in the chaos of a heavy gun battle the heavy mix of sound and music would produce a cacophony of noise, the sound designers developed the "choir of guns" concept. Whereas, traditionally in a shooter game, each weapon model would be assigned a different sound, Black assigns each enemy their own "voice", similar to the way in which each member of a choir would have their own distinct voice. For example, there are three enemies firing, one would be assigned a low voice, another a medium voice, and the third a high voice. This allows all the weapons being fired in any particular scene to harmonise and deliver a distinct sound for the game. Black's sound was nominated for Best Audio at the 2006 BAFTA Video Games Awards, and won Best Art & Sound jointly with Burnout Revenge at the 2006 Develop Industry Excellence Awards.

The music for Black was composed by Chris Tilton, using a theme co-authored with Oscar-winning composer Michael Giacchino. It was recorded at the Newman Scoring Stage.

Black's PlayStation 2 version received a "Gold" sales award from the ELSPA, indicating sales of at least 200,000 copies in the United Kingdom.

Black received "favorable" reviews on both platforms according to video game review aggregator Metacritic.

In Japan, Famitsu gave the PS2 version all four eights, for a total of 32 out of 40. The Times also gave the game four stars out of five and stated, *"As the entire game is played at fever-pitch, you soon find yourself looking forward to the next mission briefing, if only for a chance to catch your breath. The only mystery to Black is why there is no multiplayer mode, since such intense battle settings would make for great competitive bouts."* The Sydney Morning Herald similarly gave it four stars out of five, saying, *"Little strategy is required for each stage, with abundant health packs and aggressive opponents of little intelligence. But there are many strategies and the use of cover is vital."* The A.V. Club gave the game a C+, stating that it was worth playing for *"Six hours. Pretty good hours, but still, The A.V. Club can't stress that number enough"*; and added that *"That was awesome for Doom, a free download with 16 extra maps available after registration. But 40 bucks for Black's eight levels, with no multiplayer mode, and unlockable difficulty settings the only incentive to replay? The question is really whether renting this lovely oversized tech demo is worth a whole weekend."*

In 2013, IGN listed the game at 99 in the list of "Top 100 Shooters".

In an interview, co-creator and designer Stuart Black revealed that plans for Black 2 were underway, but are now scrapped due to differences with Electronic Arts. Stuart Black and many of the developers of Black worked on the now released Bodycount; a spiritual successor to the game which, developed by Codemasters, was released on the Xbox 360 and PlayStation 3 during Q3 2011.

Black Cat

7.3

J

Developer	Capcom
Publisher	Capcom
Release date	(jp) March 30, 2006
Genre	Action-adventure
Mode	1 Player

Black Cat: Kikai Shikake no Tenshi (lit. “Black Cat: The Mechanical Angel”) is an action adventure game based on the Black Cat manga and anime series written and illustrated by Kentaro Yabuki. It was released for the PlayStation 2 on March 30, 2006.

Black Market Bowling

5.6

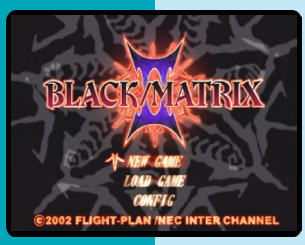
Developer	Tantalus Interactive
Publisher	Midas Interactive Entertainment
Release date	(eu) June 10, 2005
Genre	Sports
Mode	1-4 Players

There are three different modes of play for single player mode: Challenge, which has players facing off against an amateur bowler, then a professional. If they beat the pro, they unlock that player. Match Play takes players through a long ladder tournament, while Shootout pits them against two other opponents in each round. In addition, they can play multiplayer with up to three of other players.

P

Black/Matrix II

7.7



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Developer	Flight-Plan
Publisher	NEC Interchannel
Release date	(jp) March 28, 2002
Genre	Turn-based strategy
Mode	1 Player

Black/Matrix II is a turn-based tactical strategy game similar in structure to Final Fantasy Tactics, and the sequel to Black/Matrix. Characters level up and learn abilities individually, and it is possible to recruit a variety of characters, though only 6 at a time can be deployed into a battle. There are also several different romantic interests to pursue, with multiple endings for each depending on the player’s choices throughout the game.

Blazing Souls

7.4

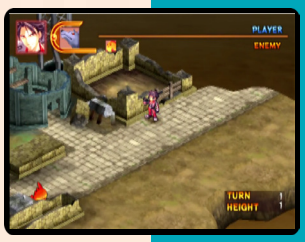
Limited Edition

Developer Neverland
Publisher Idea Factory
Release date (jp) January 17, 2006
Genre Turn-based strategy
Mode 1 Player

Blazing Souls was ported with an North America and European release to the PlayStation Portable in 2009 as Blazing Souls Accelate.

Set nearly two decades following the end of the Seven Years' War chronicled in Spectral Souls 2's True Ending (modified Rozess Army route) the story follows the somewhat random misadventures of a freelance Contractor named Zelos and crew, who by various circumstances, is at the center of a conflict involving Elemental Cores which both beings called Human Genomes and a group known as the Original Saints are also searching for as these Elemental Cores are both the key to healing the war ravaged world of Neverland and the trigger for enthroning the intended successors of the current humanity, the Hunan Genome as the new dominant race. Along the way various subplots involving the cast flesh out this 'war behind the scenes".

The gameplay is non-linear, allowing the player to progress through the game and the story in whatever order they wish. In addition, instead of having separate screens or maps for exploration and battle, the game features a seamless transition between the two gameplay types.



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Blitz: The League

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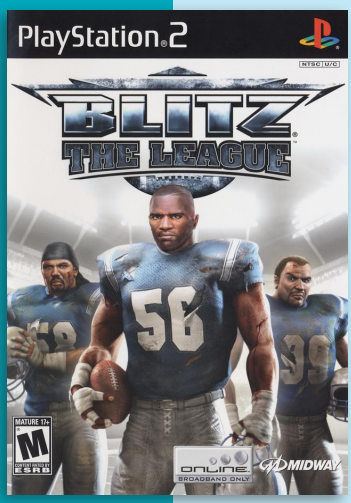

Developer Midway
Publisher Midway
Release date (us) October 17, 2005
Genre Sports
Mode 1-2 Players

Blitz: The League is an American football game published by Midway Games as an extension of their NFL Blitz series.

The game was refused classification by the Office of Film and Literature Classification in Australia, effectively banning the game there. The game was banned as the use of drugs was related to incentives and rewards. Blitz: The League and its sequel are the only 2 professional football games ever to receive the "Mature" rating from the ESRB.

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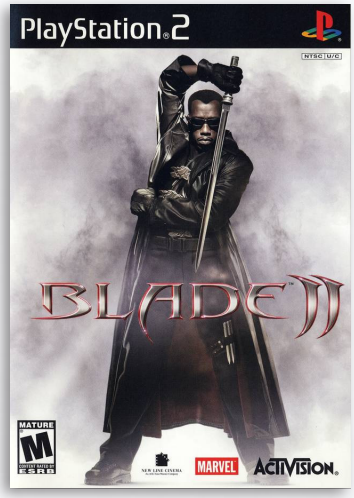
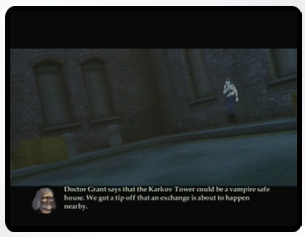
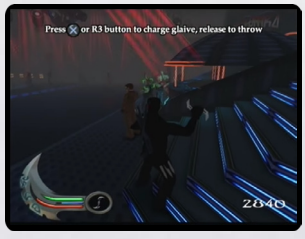
Blade II







Developer	Mucky Foot Productions
Publisher	Activision
Release date	(us) September 2, 2002
Genre	Action, beat 'em up
Mode	1 Player

Originally scheduled for North American release on the same day as the theatrical release of the Blade II film (March 22), it was ultimately released on September 3, the same day the film was released on DVD.

The game is not a direct adaptation of the film, but is actually a sequel, taking place between the events of Blade II and Blade: Trinity. Set six months after the events of the film, it follows Blade and Whistler as they attempt to prevent the vampires from creating a race of super-vampires even more powerful than the Reapers.

Blade II is an action/beat 'em up game played from a third-person perspective, with the player controlling Blade. The game primarily focuses on melee combat, although it does allow the use of firearms.

Combat is controlled via the right analog stick, allowing for what the developers call a "360° combat system" – the player moves the stick in the direction in which they want to attack and Blade punches or kicks in that direction. The player has no control over what kind of attack Blade executes, only the direction in which he attacks. Blade can also block, chain attacks together into combos and perform "finishing moves," such as grabbing an enemy in a headlock and driving a stake into their head.

A major feature of the game is Rage mode. Fighting slowly and methodically charges up Blade's Rage meter through three levels: "Sword", "Shield" and "Strength". If the player activates Rage mode on the first level, Blade will take out his sword and use it for a limited amount of time. If activated on the second level, Blade uses his sword and becomes invincible. If activated on the third level, Blade uses his sword, becomes invincible and increases in strength.

At the start of the game Blade is equipped with only a "mach pistol," but as the player advances they can unlock other weapons and accessories; a shotgun, a glaive, stronger body armor, silver knuckles, UV grenades, and serum to increase Blade's health regeneration.

Blade II was first announced on January 22, 2001 when Activision revealed they had partnered with UK based developers Mucky Foot Productions to produce the game for several as-yet unnamed next generation consoles. On February 2, in an interview with IGN, the game's director, Mike Diskett, revealed the gameplay would be melee-based, but players would also have access to Blade's sword and firearms. Diskett explained that Mucky Foot had pitched a game to Activision called Sky Ships. Activision passed on publishing the game but were impressed with Mucky Foot's work and offered them the Blade franchise. Diskett also explained the combat system in Blade II had originally been created for Sky Ships, and revealed the game would be released for PlayStation 2 and Xbox.

"Having seen the movie we had the idea that Blade was, in a way, a better game than it is a movie. It's very action based and there isn't much of a story line. It's almost like a mock up of a computer

game. Even down to the fact that when the bad guys get killed they actually disintegrate. You don't have corpses lying around. There are so many aspects of it that fit perfectly as a computer game."

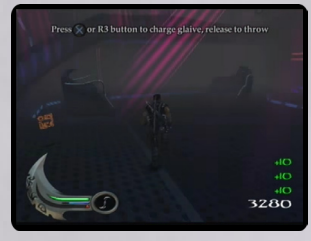
Mike Diskett; director:

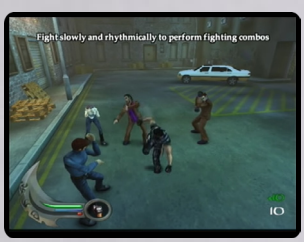
The game was officially unveiled on November 20, when Activision announced it was not going to be a direct adaptation of the film, but a stand-alone story which takes place after the events of the film. The 360° combat system was also demonstrated for the first time. The game was next shown at E3 in May 2002, where the Rage system was revealed. On May 23, IGN published a full preview. Writer Jeremy Dunham liked the idea of the 360° combat system but found it difficult to get used to, and especially difficult to switch from one target to another. He also found the camera system to have faults, often getting caught behind walls and doors. However, he praised the game for capturing the spirit of the film well (something which he felt the first game had failed to do) and admitted he was looking forward to the final build.

On June 20, IGN published an interview with lead artist Fin McGechie. He went into detail about the origins of the 360° combat system, which was born from the developers' frustrations with games that allow players to lock onto only one target at a time and force them to manually switch when they want to attack something else.

"Taking our cue from both of the films, we have successfully recreated all of the elements that people will associate with the films. We've managed to incorporate the unique styling and the films' fast-paced action while still maintaining solid playability."

— Fin McGechie; lead artist





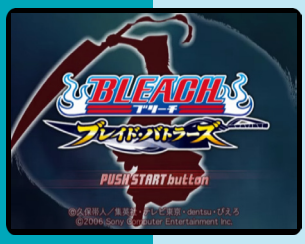
IGN published another preview on July 26. By this stage, the combat system had been finalized, but writer Hilary Goldstein was unconvinced by it. He criticized the fact that the player couldn't control what type of attack Blade did at any given time (punch, kick, elbow etc.). Instead all that the player could do was control the direction in which he attacked. He also criticized the lack of a lock-on during melee combat, and felt the system in general seemed unfinished; *"it sounds simple, but somehow it doesn't translate properly to gameplay as most combat looks more chaotic than it needs to be. With no way to lock onto specific targets in hand-to-hand combat, it can get confusing whom you're attacking. The combat-style, while different, is counter-intuitive to the way gamers are used to enjoying action games. That could mean a whole new style of gameplay for one person, but may be incredibly frustrating for a stubborn old-school gamer like myself."*

The developers championed the game as introducing a new type of never-before-seen melee combat into video gaming. However, most reviewers disliked the system, and the game as a whole was met with mainly negative reviews on both the PlayStation 2 and the Xbox.

The game was also a commercial failure, selling less than half a million units across both platforms. Its failure was indirectly responsible for the closure of Mucky Foot Productions. When Mucky Foot acquired the Blade franchise, they had already developed two commercial failures; Urban Chaos and Startopia, both of which had been published by Eidos. Mucky Foot wanted to make Urban Chaos 2, but Eidos were not especially interested.

Bleach: Blade Battlers

6.6



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Developer	Racjin
Publisher	SCEI
Release date	(jp) October 12, 2006
Genre	Fighting
Mode	1-2 (4) Players

In the Blade Battlers series, the player takes control of one of many characters from the manga and anime Bleach by Tite Kubo. As with most other fighting games, the idea is to fight the opposing character, or characters in the free-for-all mode, until their health is fully depleted. Players can use their characters' special abilities taken from the series, such as Ichigo Kurosaki's ability to unlock his bankai state or Rukia Kuchiki's control over ice.

Bleach: Blade Battlers 2nd

8.0

Developer	Racjin
Publisher	SCEI
Release date	(jp) September 27, 2007
Genre	Fighting
Mode	1-2 (4) Players

Bleach: Blade Battlers 2nd is allows the player to fight against up to three enemies at the same time at an extensive, full 3D map. Each character has its own physical abilities, speed and damage. As the character damages or is damaged, a power bar grows, making it possible to use powers and transformations. With a diversified selection, the player can create his own battle approach, tactics and different fighting styles.

J

Bleach: Erabareshi Tamashii

5.9

J

Developer	Aspect
Publisher	SCEI
Release date	(jp) August 4, 2005
Genre	Action-adventure
Mode	1 Player

The player can chose any two main characters from the Bleach series to start with. However, the player can only choose from five characters at the start of the game. As the player progress, more characters become available. The player is given missions requiring them to fight against hollows in different parts of Karakura Town and members of the Gotei 13 in Soul Society.

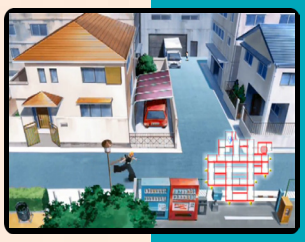
"bleach.wikia.com"

Bleach: Hanatareshi Yabou

5.0

Developer	Dingo Inc.
Publisher	SCEI
Release date	(jp) February 16, 2006
Genre	Adventure
Mode	1 Player

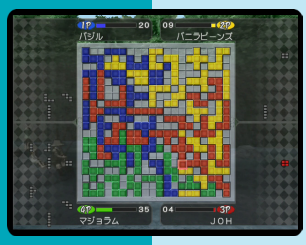
Hanatareshi Yabou is is a sub story of the manga. The player can encounter original characters from the series. In addition, secrets and extras can also be unlocked. Players can use the various characters' special moves, as well as elaborate partner combination attack. The game feature the voicecasting crew of the anime series, and the original author, "Tite Kubo", was also involved in the production.



J

Blokus Club with Bumpy Trot

7.4



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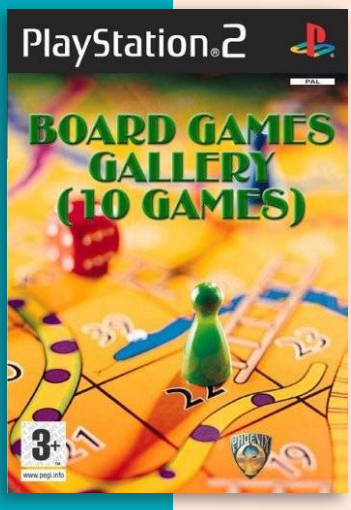
Developer	Irem
Publisher	Irem
Release date	(jp) November 17, 2005
Genre	Board
Mode	1-4 Players

Blokus Club is a digital version of the popular French board game Blokus featuring characters from the cult hit Steambot Chronicles. Both the four-player and two-player variations of the board game are included, with computer-controlled opponents of variable ability filling in any empty spots.

"mobygames.com"

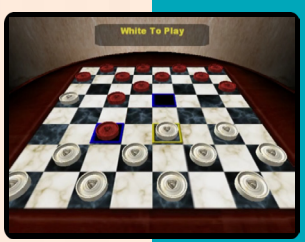
Board Games Gallery (10 Games)

6.5



Developer	Phoenix Games
Publisher	Phoenix Games
Release date	(eu) March 25, 2005
Genre	Board
Mode	1-4 Players

Board Games Gallery is a collection of ten different boardgames from around the world. Games included are; Reversi, SnakesAlive, Dyce, SeaBattle-BackgammonPro, Chess Player, MegaCheckers, CatchUp!, SuperDoms and MasterMatch. Players can play against other players or the computer.



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RATING PENDING
RP
CONTENT RATED BY ESRB
Visit www.esrb.org or call 1-800-771-3772 for more info.
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INTERACTIVE
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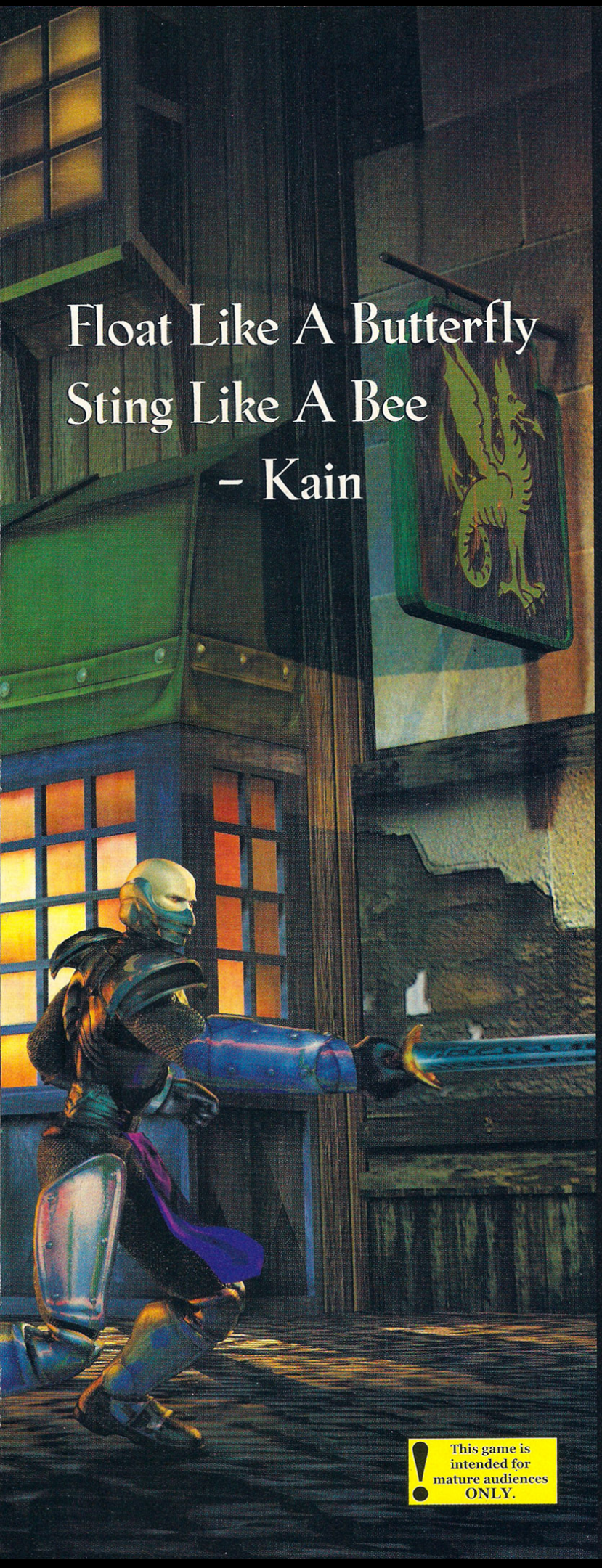
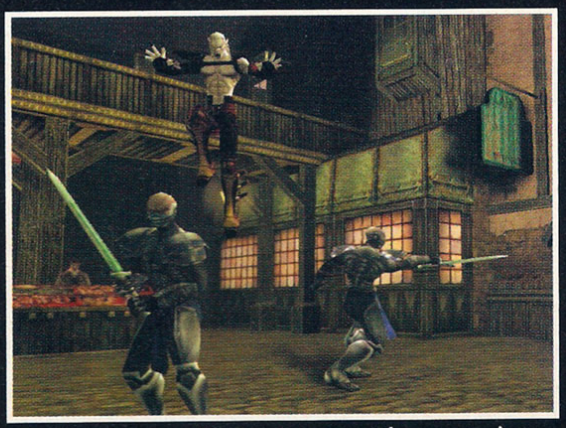
CRYSTAL DYNAMICS



Float Like A Butterfly Sting Like A Bee – Kain

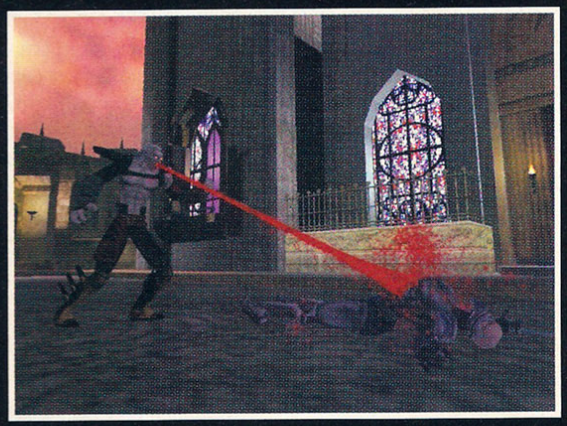
XBOX

PlayStation.2



March 2002, Kain returns to video gaming's high-throne of bloodthirsty bad-asses.

When battle-ax and sword edges dull, Kain turns to Dark Gifts such as rupture and possession.



Whether in pursuit of power or just for the thrill of the kill, Kain's lust for blood is inspiring.

THE LEGACY OF KAIN SERIES

BLOOD OMEN 2

Kain Awakens This March

www.LegacyofKain.com

This game is intended for mature audiences ONLY.

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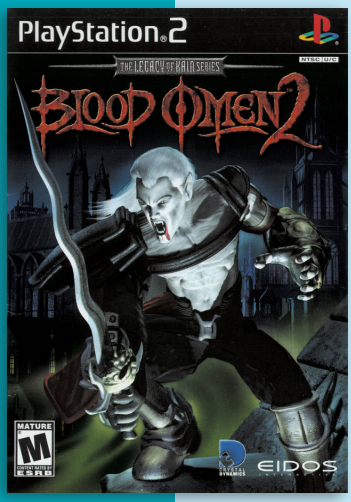
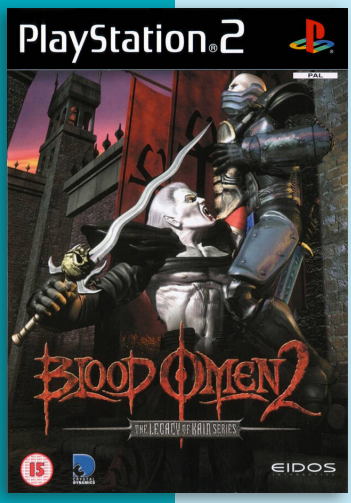
Blood Omen 2

6.7



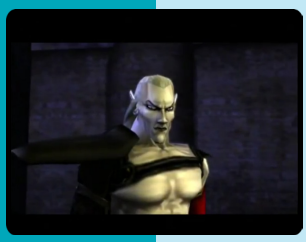


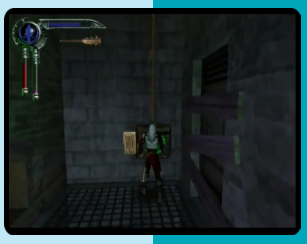
Developer	Crystal Dynamics
Publisher	Eidos Interactive
Release date	(us) March 21, 2002
Genre	Action-adventure
Mode	1 Player

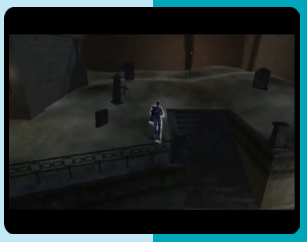
Blood Omen 2 is the fourth title in the Legacy of Kain series. It chronologically bridges the stories of the original Blood Omen and Legacy of Kain: Soul Reaver, but it takes place in an alternate timeline created by the events of Soul Reaver 2. Centuries after Blood Omen, Kain is opposed by traitorous vampires and the minions of The Sarafan Lord, and sets out to continue his ascent to power.

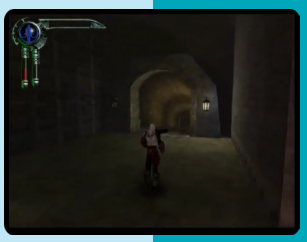
Gameplay is presented in 3D and is a combination of combat and puzzle solving. Health is represented by two vials - a red vial symbolizing total hit points, and a blue vial which is an indicator as to how long it will take to increase overall health. Lost health can be regained by draining the blood of a downed enemy or civilian. As progression is made throughout the game, several weapons can be attained, such as a broadsword or staff. Weapons have limited durability and will eventually break if used for excessive blocking. If no weapons are selected, claws can be used to attack, as well as abilities, which are gained by killing bosses. These skills help in advancing through sections of the game, as well as puzzles. Most of the abilities - named Dark Gifts in the game - can only be used once the “Rage Meter” has been filled by defeating opponents.

While Crystal Dynamics’ Soul Reaver team began to produce Soul Reaver 2, a secondary crew started work on Blood Omen 2 in 1999. They sought to create a more action-focused entry in contrast to the Soul Reaver games’ emphasis on puzzle-solving. The final product was a commercial success, becoming a Sony’s “Greatest Hits” title, but received average reception. The most criticized aspect of the game was the setting, which with its steampunk and sci-fi themes was said to be in clash with the general aesthetic and ″feel″ of the series. The dialogue and plot also drew criticism as they were perceived to be shallow and uninspiring, in contrast to the well executed and shakespearean dialogue and engaging plotline of previous games.



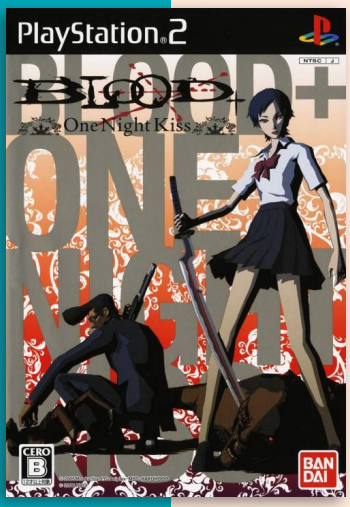






Blood+: One Night Kiss

7.8

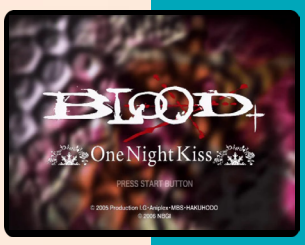


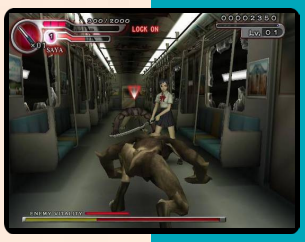
Developer	Grasshopper Manufacture
Publisher	Namco Bandai Games
Release date	(jp) August 31, 2006
Genre	Action-adventure
Mode	1 Player

One Night Kiss is an action-adventure game based on the anime series Blood+ created by Production I.G, set after episode 7 of the original series.

The player controls both the anime's main protagonist Saya Otonashi, a high-school girl who is capable of killing the bat-like creatures called Chiropterans, and Aoyama, a detective with the city police investigating the strange attacks.

"mobygames.com"





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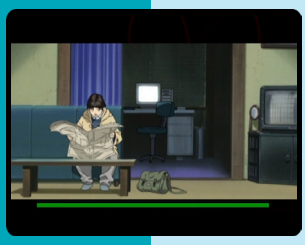
Blood: The Last Vampire - First Volume

7.9



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Developer	Sugar & Rockets
Publisher	SCEI
Release date	(jp) December 21, 2000
Genre	Action-adventure
Mode	1 Player

Blood: The Last Vampire - First Volume is the first of a two part game tie-in to Hiroyuki Kitakubo's anime film of the same name. The game was the last title developed by Sugar & Rockets and was the sixth and final entry in the Yarudora series of FMV visual novels.

Blood: The Last Vampire - Last Volume

7.8

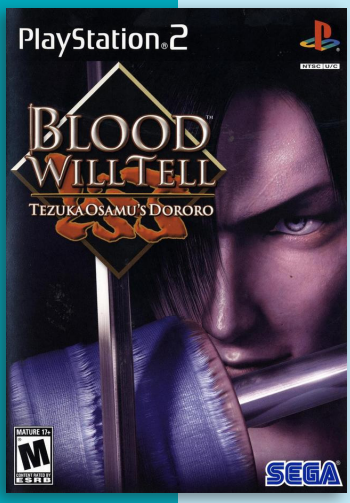
Developer	Production I.G , Sugar and Rockets
Publisher	SCEI
Release date	(jp) December 21, 2000
Genre	Action-adventure
Mode	1 Player

The two games brings Saya and her hunt for Chiropterans to Tokyo in 2000. There she meets a seventeen year old boy who begins wondering about Saya and the history of "Blood". The games features a musical score by Yuki Kajiura with Youki Kudoh reprising her role as the voice of Saya, and over two hours of animation.

J

Blood Will Tell

6.7



Developer	Sega
Publisher	Sega
Release date	(jp) September 9, 2004
Genre	Action-adventure
Mode	1-2 Players

Blood Will Tell is an action game where the player controls Hyakkimaru, a man whose body parts were stolen by demons when he was a child. His destiny is to reclaim each of his body parts, which allow him to increase his stats such as HP and power, as well as optional special functions (for example, the eye displays the game in colour, while the vocal chords allow him to speak). Hyakkimaru wields a sword, which can be used to attack enemies - he can also swap for his two smaller swords concealed within his arms. As he uses the swords, they level up and increase in power. Hyakkimaru can also charge up a sword attack, and if released at the correct time, is given the opportunity to enter a series of button presses for combos. If the enemy is killed during this combo, the player can perform a finishing move with the Triangle button which can yield bonus items ranging from health items to swords.

At a certain point in the game, Hyakkimaru meets the child thief, Dororo. Dororo often assists Hyakkimaru during combat, and can be issued commands, such as 'fight', 'evade', 'collect items' or 'search'. Sometimes the pair will split up, and Dororo will be playable on his own. These sections are more puzzle-based, with the thief pulling switches to activate puzzles and stealing items.

J N P

Blood+ Souyoku no Battle Rondo

7.6

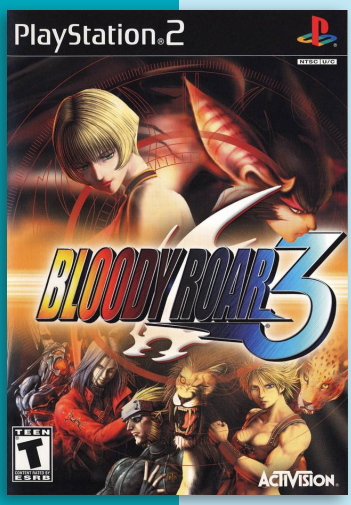
J

Developer	SCEI
Publisher	SCEI
Release date	(jp) July 27, 2006
Genre	Action-adventure
Mode	1 Player

Blood+ is the follow-up to the vampire anime Blood the Last Vampire, telling the story of what happens between parts 1 and 2 of the anime. The game is split into two parts. In the Active Demo part, players work through the storyline, selecting their path through dialogue sequences. The game's action part is a action-oriented battle system where players face off against enemies with their sword.

Bloody Roar 3

7.1

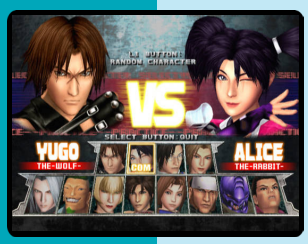


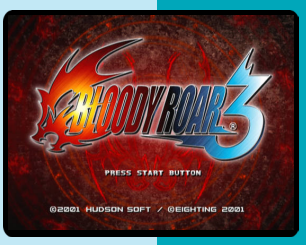
Developer	Eighting, Raizing
Publisher	Hudson, (us) Activision, (eu) Virgin Interactive
Release date	(jp) March 1, 2001
Genre	Fighting
Mode	1-2 Players

The third edition of the beast transforming beat 'em up series includes 12 gameplay modes including the usual arcade, versus and practice along with survival (beat as many opponents as possible before dying) and 8 gameplay modes that can only be played once you unlock them.

The same gameplay style created in the two PlayStation versions continues here, where the character has the ability to morph into a beast during play to inflict more damage and combos on the enemy. However, each arena in the game now has breakable landscapes in the style of Dead or Alive 2, while the graphics have been improved greatly to use the available power of the PS2.

The music was composed by Takayuki Negishi with Jun Kajiwara at the guitar, Michio Nagaoka at the bass, Atsuo Okamoto at the drums and Negishi at the synthesizer.

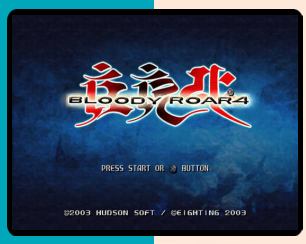




J N P

Bloody Roar 4

5.9



J N P

Developer	Eighting
Publisher	Hudson, (eu) Konami
Release date	(us) November 11, 2003
Genre	Fighting
Mode	1-2 Players

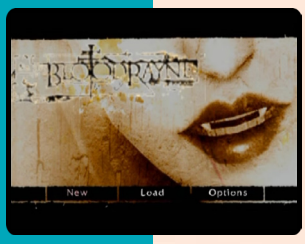
Bloody Roar 4 is the last title in the series, and is once again a full-3D fighting game featuring the series' trademark transformation abilities. Unlike previous titles in the series, the beast gauge now acts as its own health bar; if a character's health gauge is depleted, they will automatically transform. The game features 18 playable fighters and a variety of game modes, including standard arcade, versus, time-attack, training, and survival modes. Of special mention is the career mode, in which fighting battles will earn so-called "DNA points," which can be spent on abilities and equipment to customize a character for use in other modes.

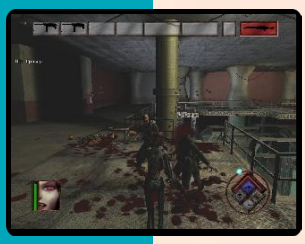
Bloody Roar 4 has received average reviews from critics, with aggregate review website GameRankings assigning a score of 60%.

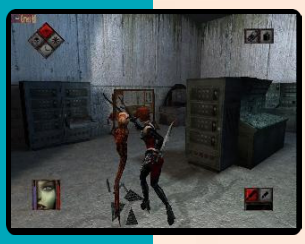
"mobygames.com"

BloodRayne

7.5





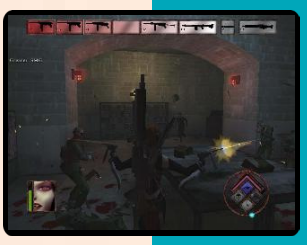


J N P

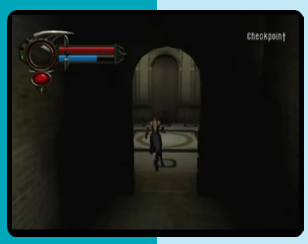
Developer	Terminal Reality
Publisher	Majesco, SCEA, (eu) UI (EU), (jp) EA (JP)
Release date	(us) October 15, 2002
Genre	Action, Hack and slash
Mode	1 Player

Players take control of the half-vampire BloodRayne, who have sworn her life to protect humanity from the supernatural. Rayne's primary weapons against both monsters and men are the blades attached to her arms, and as the game progresses she will gain additional attacks to string together. Her enhanced vampiric strength allows her to drain the blood out of any human she can grab in order to restore her health. By killing enemies Rayne's rage meter will fill, eventually allowing her to enter Blood Rage, slowing the world around her and gaining new combo attacks that can dismember or totally cut in half weaker opponents.

The game was developed by Terminal Reality, and was strongly influenced by their previous game Nocturne.

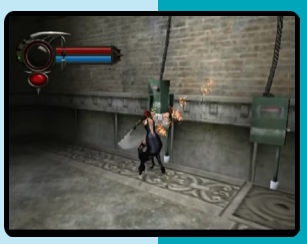


BloodRayne 2



Developer	Terminal Reality
Publisher	Majesco, SCEA, (eu) THQ
Release date	(us) October 12, 2004
Genre	Action, Hack and slash
Mode	1 Player

7.0



N P

BloodRayne 2 does not directly follow on from the first game. Instead it is set some 60 years later and follows Rayne as she battles against the Cult of Kagan; the offspring of Rayne's evil father.

Very much akin to the original BloodRayne players fight in a third person perspective. Using Rayne's arm mounted blades she cut and slice her enemies much like the Devil May Cry or God of War games. In addition to her blades, Rayne can also use her dragon pistols and has a harpoon to catch and throw enemies. New to the series is acrobatic actions on poles and rails, fighting combos, and 12 finishing moves. The more creative the kills are, the more players can upgrade their weapons and abilities.

The game was lightly modified for use in the movie "Grandma's Boy" (2006) where it appeared as Eternal Death Slayer 3.

"giantbomb.com"

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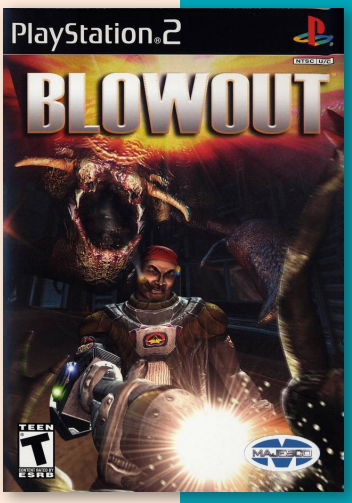
BlowOut

5.8

N P

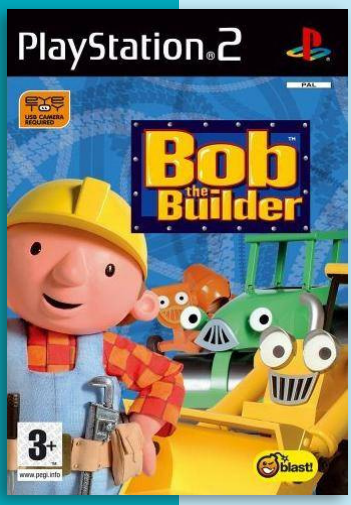
Developer	Terminal Reality
Publisher	Majesco, SCEA, (eu) Zoo Digital Publishing
Release date	(us) November 10, 2003
Genre	Run and gun
Mode	1 Player

BlowOut is a run-and-gun shoot-em-up in the tradition of games such as Contra and Metal Slug, with a power-up-based exploration structure akin to Metroid. In the game, the player takes the role of John "Dutch" Cane, a space marine sent to check up on researchers on the space platform "Honour Guard" only to discover that they have been horribly mutated.



Bob the Builder

3.6



Developer	Atomic Planet Entertainment
Publisher	Blast! Entertainment Ltd
Release date	(eu) July 20, 2007
Genre	Eye-Toy
Mode	1-4 Players

Bob The Builder is used with the Eye Toy camera. Players need to help Bob and his friends - Dizzy, Spud, Wendy, Pilchard, Lofty, and Muck - on their building site through a number of interactive games. The two levels of difficulty and different game modes.

The game was also released as a bundle with the eye-toy.

P

Bob the Builder: Festival of Fun

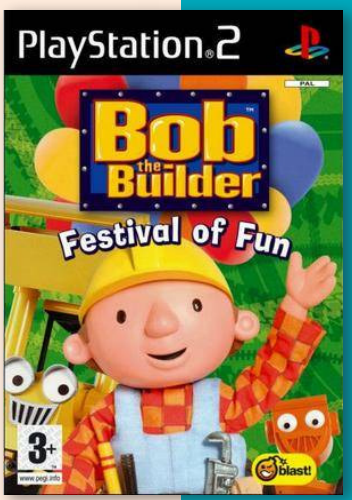
6.5

P

Developer	Atomic Planet Entertainment
Publisher	Mastertronic, (au) Blast! Entertainment Ltd.
Release date	(eu) November 30, 2007
Genre	Mini-games
Mode	1-4 Players

The game was only released in the PAL regions and is based on the popular HIT show of the same name.

In the game, Bob is challenged with setting up the stage for the summer festival in Sunflower Valley. He will have to use all of his fixit know how to get the job done on time.



DAVE MIRRA XXX

by: Nick Burns@PSW (AU) August 2002 #02

WILL THE REAL EXTREME SPORTS GAME PLEASE STAND UP

WITH AN OVER-CROWDED populace of extreme sports games, it's becoming increasingly more difficult to have a product that stands out (unless your name is Tony Hawk). To this end it has become apparent that you need to go way over the top to have your product's head noticed. Unfortunately no game has done this yet, that is, until Z-Axis' XXX.

Dave Mirra XXX is - as people following the series might have guessed - the third instalment in the franchise. Each version of the game has had something unique and evolutionary to offer, be it the huge levels, being the first freestyle BMX game or impressive character and bike models. Every chapter in the saga of Dave Mirra has been a reasonably enjoyable outing, though, never quite reaching the level of direction it needed. *XXX* is the perfect step away from this problem and its layers are wonderfully woven and densely thick.

Let's imagine for a moment that the actual real-world life of a pro rider is one of sex, drugs, pimps, public urination, foul-mouth language and general debauchery, if this were true, how would one get in touch with this wild-ride of fun and happiness? *Dave Mirra XXX* is your answer. The guys at Z-Axis have taken a turn for the better, added nothing but swearing and innuendo to the game, along with employing an actual comedy script-writer to create the funniest objectives yet seen in an extreme sports game and made the whole deal work. Not only that, but anyone familiar with the Howard Stern 'home-away-from-home' strip club; Scores, will be pleasantly surprised that the place actually exists within the game and the girls... well if you rummage enough coins who knows what FMV treasures you might uncover.

MIRRA MIRRA ON THE WALL WHO HAS THE BIGGEST T...

Aside from the over-the-top changes, the game looks incredibly sweet. Hot of the heels of their Aggressive Inline gem, Z-Axis have really come into their own. Unfortunately for Acclaim, the success *Aggressive Inline* and *XXX* will offer is going to be the last handed to them by the developer as the company has disappeared, filed into the ranks of the all-consuming Activision and it's many hordes of promising young development houses. Apparently based on the success and overall sweet-ness of both their latest offerings, Activision presented Z-Axis with an amount of money that would feed a small alien planet for two of their alien years. Suffice to say, Z-Axis and Acclaim are no more. However, that isn't to say that they aren't tying up their current project, which happens to be *Dave Mirra XXX*.

Despite all of this though, it's important we give examples of just what to expect, you see, *Dave Mirra XXX* could well possibly be more hardcore than *GTA 3*. One section we played had you riding past a pool, complete with undies-clad Timmy- a ten ten year old boy not all together there. Wearing a helmet, floaties an only his jocks, we're introduced to the boy pissing in a disgusting pool, he'll tell you to f..k off and all sorts of nice child-like tidbits. The goal here is to cause an accident that sees a forklift overturn and it's gas cylinder blasting around the immediate are of the level. This not only opens up a new section, the cylinder also rams Timmy into a nearby wall, knocking some sense into him whereby he looks down at his semi-naked and urine-covered self and declares; "f..k I'm wearing my underwear" and promptly runs home. Awesome.

Not content with topping every other sexually-oriented game, *XXX* comes complete with a create-a-rider mode that features female riders that can be used topless and included are the auspicious jiggle physics. Yep. Physics, topless, create-a-rider. Classy.

AND THE WINNER OF THE JOHN HOLMES AWARD IS DAVE MIRRA

Due for Australian October release, *Davie Mirra XXX* seems to be on track to deliver the goods in the extreme sports department. It has all of the riders people familiar with

the franchise will know, plus its extensive create-a-rider mode is going to be cream of the crop. And with comedy writes aboard, huge levels on par with *Aggressive Inline* and nakidity to boot, it's sure to spark more than a mere glance. In fact, about the only thing that'll hold this little baby up is the blind-as-you-can-get censorship board, but it is after all the life of a pro-rider, surely it's educational.

PSW PROPHECY

BEST BECAUSE

This is going to be the most controversial game this year! And who can argue with controversy?

WORST BECAUSE

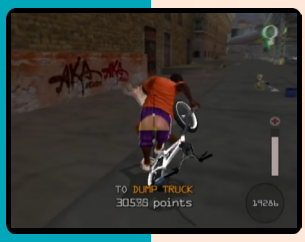
We honestly can't think of any reason why this game will be bad. It has puppies in it, puppies!

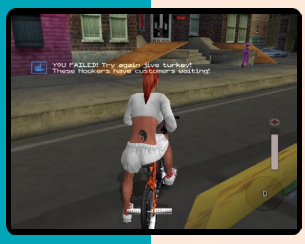
FIRST OPINIONS

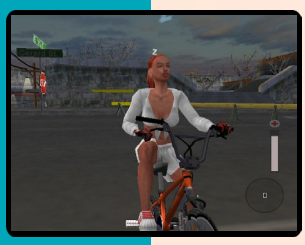
The perfect direction for this type of game. Though Matt Hoffman is more tied into the string of reality and a good-natured family setting, Dave Mirra will appeal to a sense of humour we all want to indulge in the interactive level of things. It's the same reason we all loved GTA 3 and we're sure that will transcend to Dave Mirra XXX. It's funny and not in a crass way, well, maybe it is but that's why we love it and you seriously wouldn't want it any other way.

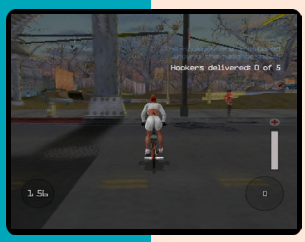
BMX XXX

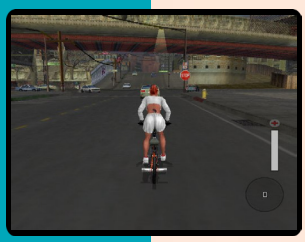
5.4

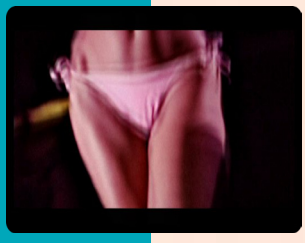




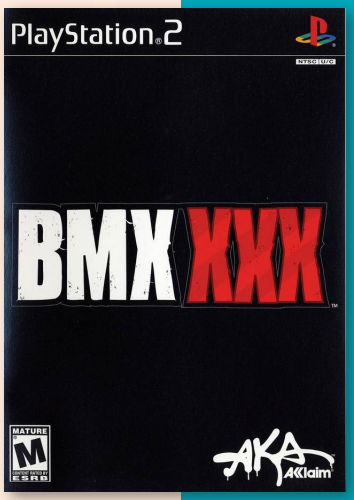


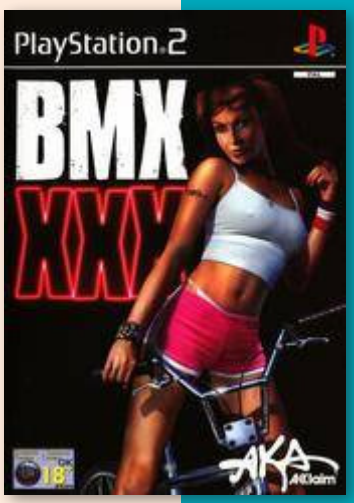






Developer	Z-Axis, Ltd.
Publisher	Acclaim
Release date	(us) November 16, 2002
Genre	Sports
Mode	1-2 Players

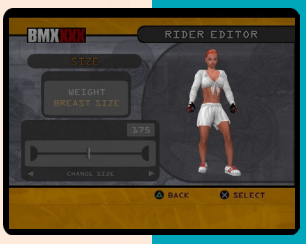


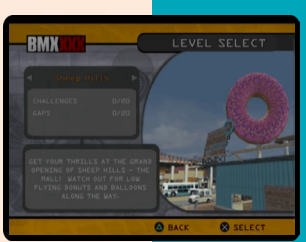


While primarily a BMX-based action sports title, it earned most of its notoriety for containing nudity, foul language and adult humor. The game allows the player to create female characters that are fully topless and view live-action video clips of real life strippers, also with bare breasts. Consequently, BMX XXX was initially denied classification in Australia. In North America, while the game is available uncensored on the GameCube and Xbox, all naked breasts are covered in the PlayStation 2 version.

BMX XXX builds on the earlier work done by Z-Axis on Dave Mirra Freestyle BMX, their previous BMX title featuring and endorsed by professional BMX rider Dave Mirra. During development of the new game, publisher Acclaim Entertainment decided to style the game after a raunchy sex comedy movie. It is commonly believed that the origins of this decision came when Acclaim saw what was shaping up to be an extremely subpar game, and so, in an effort to salvage the time and money already invested in it, they decided to add the vulgar humor and naked women in an effort to muster up publicity and hopefully turn that into sales. When Mirra found out about the content in the game, he refused to endorse the product and took legal action against publisher Acclaim in order to prevent any further implication of his involvement in the game. Mirra was successful in getting the courts to block Acclaim from using his name in association with the game, and the title was then shortened to its final name, BMX XXX.

Acclaim's attempt to drum up publicity for the game was a rousing success, although the publicity achieved was not positive. Television news outlets reported that Wal-Mart, Toys R Us and most major IEMA retailers in the United States declined to carry the game in their stores due to the nudity. Then, Sony Computer Entertainment of America refused to allow the game to be published for the PlayStation 2 until the nudity was censored. In the end, sales were abysmal: under 100,000 copies were sold across all three platforms. The game was not greeted with controversy in Europe, but it was not met with sales success either.





Boboboubo Boubobo

5.8

J

Developer	Hudson Soft
Publisher	Hudson
Release date	(jp) March 20, 2003
Genre	Action
Mode	1 Player

Bobobo-bo Bo-bobo is based on a Japanese manga series written and illustrated by Yoshio Sawai. Gameplay features a reverse camera system by which Bo-bobo moves towards the player. Using the two analog sticks, players control Bo-bobo's nose hair and fend off enemies that approach from both sides. A smart bomb-like attack can be triggered with the shoulder buttons that sends nose hair flying everywhere.

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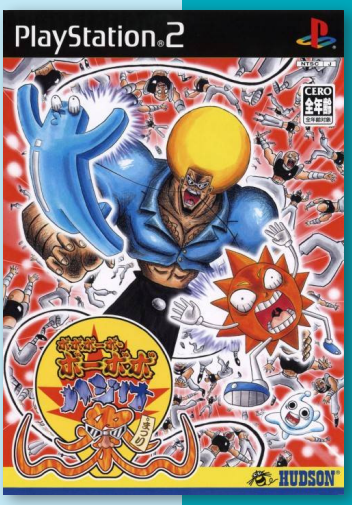


Boboboubo Boubobo: Shuumare! Taikan Boubobo

8.4

Developer	Hudson Soft
Publisher	Hudson
Release date	(jp) December 16, 2004
Genre	Eye-Toy
Mode	1-2 Players

Boboboubo Boubobo: Shuumare! Taikan Boubobo feature 10 kinds of mini games using the EyeToy camera. The game also feature multiplayer.

The game was also released as a bundle with the eye-toy.

J

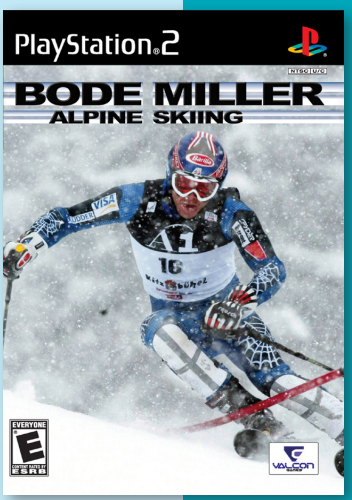
Bode Miller Alpine Skiing

4.9

N P

Developer	49Games
Publisher	RTL, (us) Valcon Games
Release date	(eu) December 7, 2005
Genre	Sports
Mode	1-12 Players

Bode Miller Alpine Skiing, named after the American alpine skier Bode Miller, concentrate solely on the sport of skiing. The four disciplines of skiing included are Downhill, Slalom, Giant Slalom, and Super-G. The game also includes a multi-season career mode, allowing the player to compete in a yearlong World Cup starting out as a junior skier, and the chance to qualify for circuits while training, competing, and gaining sponsors.



Boku no Natsuyasumi 2: Umi no Bouken Hen

8.9

Developer Millennium Kitchen
Publisher SCEI
Release date (jp) July 11, 2002
Genre Adventure
Mode 1 Player

Boku no Natsuyasumi 2 is an alternate universe sequel in which the main character spends his summer in a different part of Japan from the first game. The player controls the main character for the thirty-one days of August 1975. Features from the first game, like collecting and bug battles, return, along with new facets, like swimming.

J

Boku wa Chiisai

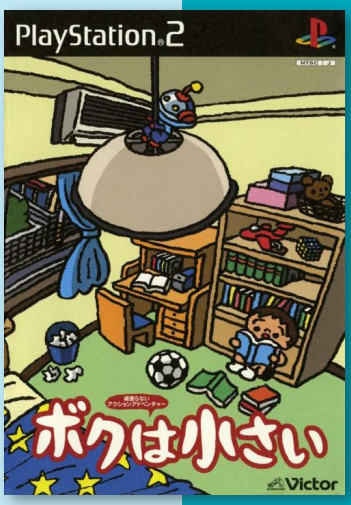
7.5

J

Developer Victor Interactive Software
Publisher Victor Interactive Software
Release date (jp) July 11, 2002
Genre Action
Mode 1 Player

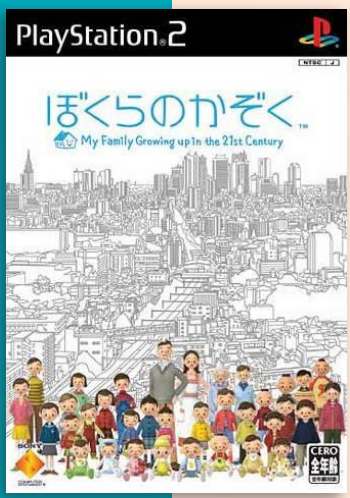
Boku wa Chiisai is an action game, published by Victor Interactive Software. The game is basically called “I am small”. In some ways it plays similar to GameCube’s Chibi Robo. It is about an extra-terrestrial caught in a time paradox, and players have to live the same day over and over again.

The game was developed by Yasuhiro Wada, creator of Harvest Moon.



Bokura no Kazoku

7.0



Developer Millennium Kitchen
Publisher SCEI
Release date (jp) March 24, 2005
Genre Simulation
Mode 1 Player

Following up on Bokura no Natsuyasumi, Bokura no Kazoku has players experience life over a 35-year period, from marriage to retirement. One of the main points of the game is how to raise the children - going with them to play, giving them advice for progressing through school and making career choices. When choosing places to take your kids, their personality parameters change.

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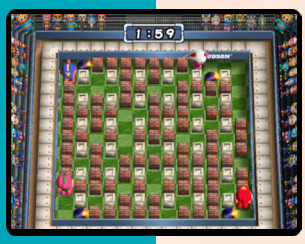
J

Bomberman Hardball

6.4



J P

Developer	Magical Company (Mahou)
Publisher	Hudson, (eu) Ubisoft
Release date	(jp) October 7, 2004
Genre	Party, Puzzle
Mode	1-4 Players

Bomberman Hardball takes a departure from the previous games in the series, and includes sports games along with the traditional battle mode.

Bomberman Hardball is divided into four games. Battle mode (the standard Bomberman game), is joined by tennis, golf and baseball games. At the center of all this is the Living mode, a character building feature in which the player can design a Bomberman for use in any of the battle modes.

Bomberman Jetters

7.3

Developer	Hudson
Publisher	Hudson
Release date	(jp) December 19, 2002
Genre	Action
Mode	1-2 Players

Bomberman Jetters is an adaptation of the anime series Bomberman Jetters which was based on the Bomberman game series.

The actual game-play itself is somewhat different from its predecessor, Bomberman Generation. Instead of playing as just Bomberman, players can switch between him and his partner Max, whose addition to the gameplay is the use of the Hyper Plasma Bomb to destroy certain walls and enemies.

J

Bomberman Kart

6.7

J P

Developer	Racjin
Publisher	Hudson, (eu) Konami
Release date	(jp) December 20, 2001
Genre	Racing
Mode	1-2 Players

Bomberman Kart is a racing game starring the Bomberman characters. It is similar to Mario Kart. The game supports 4 player local multiplayer using the PlayStation 2 Multitap. Like Mario Kart, players race around on the tracks while attacking the other racers, pick-up bonus items, and use speed boosts to launch them past the other players. Players can choose from a variety of different karts and characters.

Bomberman Kart DX

8.0

Developer	Racjin
Publisher	Hudson
Release date	(jp) April 15, 2004
Genre	Racing
Mode	1-2 Players

Bomberman Kart Deluxe is a redesigned version of Bomberman Kart with graphics improved, new tracks, new racing modes and extras: manga artworks, customizable traditional 4-player bomberman game and 2-player co-op dungeon crawling adventure. The DX version removed the 4-player GP racing option and local multiplayer in this mode is now limited to 2 players. It also features downloadable content expansion packs.

J

Bomberman Land 2

7.8

J

Developer	Racjin
Publisher	Hudson
Release date	(jp) July 17, 2003
Genre	Party
Mode	1-2 Players

In this party game, the Bombermen were invited to the newly opened Bomberman Land theme park by the park manager. The Players goal is to collect 125 BOMPAD pieces obtained through the adventures inside the park.

In addition to mini-games within the main story, there are other mini-games; Survival Bomberman, Bomberman Kart, Bomberman Battle, SameGame, and Panic Bomber.

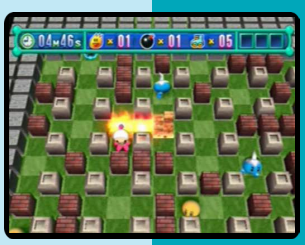
Bomberman Land 3

7.9

Developer	Racjin
Publisher	Hudson
Release date	(jp) August 4, 2005
Genre	Party
Mode	1-2 Players

Bomberman Land 3 places players in another theme park filled with Bomberman-themed events and attractions. Just by simply moving around the park, players will come upon events and traps which can be cleared to earn “pieces” that are then used to unlock extra areas of the world.

The game was later released in North American on the PlayStation 3.



J

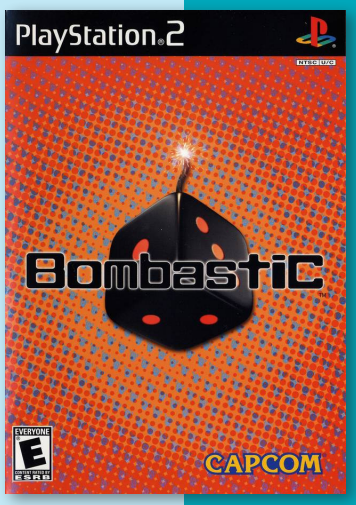
Bombastic

7.2

J N P

Developer	Shift
Publisher	Capcom, (jp) SCEI
Release date	(jp) December 19, 2002
Genre	Puzzle
Mode	1-5 Players

Bombastic has similar gameplay to its predecessor, Devil Dice. The players controls a family of small devils that must traverse a level seen in isometric perspective that contains several standard six-sided dice. Players can walk on the ground, moving dice by pushing them, or walk on top of the dice, which rolls them onto the next face as the character walks. There are verious gameplay modes, which determine the level objective and how dice are cleared.



Bolt

5.1

Developer	Avalanche Software
Publisher	Disney Interactive Studios
Release date	(us) November 18, 2008
Genre	Action-adventure
Mode	1 Player

Bolt is based on the animated movie of the same name. The plot is about rescuing Penny's father who was kidnapped by the evil Dr. Calisto.

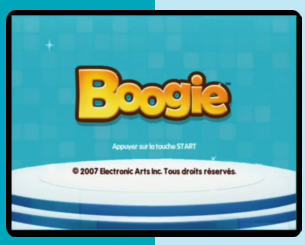
While playing through the 25 missions, the control regularly switches between Bolt and Penny. Bolt's sections are focused on melee combat. Penny's missions are divided between platforming and stealth segments.

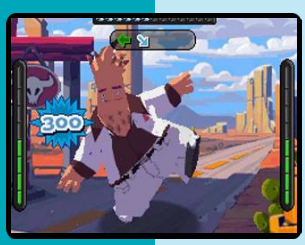
"mobygames.com"

N P

Boogie

5.2





N P

Developer	Pipeworks Software, Inc.
Publisher	Electronic Arts
Release date	(us) November 12, 2007
Genre	Music
Mode	1-2 Players

Boogie is a karaoke and dancing game originally released on the Wii. The game features nearly forty songs from the 1970s through the 2000s.

The gameplay is similar to other games such as Singstar and Karaoke Revolution in the fact that it is karaoke based. In order to gain a score the player must sing in tune, and in time, with the lyrics presented.

7.8

Bouken Jidai Katsugeki Goemon

Developer	KCEK
Publisher	Konami
Release date	(jp) December 21, 2000
Genre	Role-playing
Mode	1 Player

Bouken Jidai Katsugeki Goemon is the third game in the series set in a 3D world, following Mystical Ninja Starring Goemon and Ganbare Goemon: Kuru Nara Koi! Ayashige Ikka no Kuroi Kage. Unlike most of the other games, this game departs from the quirky humor that the franchise is known for, and replaces it with a more serious tone.

Inspired by the three-dimensional The Legend of Zelda games with some role-playing game elements, the player assumes the role of Goemon, who is set once again to save Japan. Goemon is able to use a large variety of weapons (including his trademark pipe), as well as equip sub-weapons, items and magic, which can be assigned in 4 hexagons for quick use. Another twist is the addition of a white tiger known as Kotora, whom Goemon can use to attack enemies when he locks on them.

The now-defunct company Working Designs attempted to bring the game to English audiences as Mystical Ninja Goemon beginning in 2002. Motivated to promote a series *"that's never quite received the recognition it deserves here [in the United States],"* Working Designs displayed the game in its booth at E3 the same year. Mystical Ninja Goemon remained on the studio's release list until its closing in 2005; it is rumored that Sony squashed the game's North American release due to subpar graphics.

Bouken Shounen Club Gahou

Developer	Jorudan
Publisher	Jorudan
Release date	(jp) September 25, 2003
Genre	Adventure
Mode	1 Player

Bouken Shounen Club Gahou is an adventure game that is set in the 30s and 40s of the Showa period (1950s and 60s). The game is set against the background of a small town which has been designed after real examples. The game include TV commercials, billboards and product package from the time the game is set. The game features character designs by Fujiwara Kamui and is based on the manga series of short stories by Mitsuru Adachi.

"psxdatacenter.com"

7.8

Bouken-Ou Beet: Darkness Century

Developer	Shade
Publisher	Bandai
Release date	(jp) April 28, 2005
Genre	Action role-playing
Mode	1-2 Players

This action roleplaying game is based off a popular anime. Playing as Beat and friends, players move around a 3D world, slashing away at enemies using both analogue sticks. As they build up their weapon level, they'll be able to make use of additional skills. Players raise their level and progress the storyline by taking up quests in town.

"ign.com"

J

Boukoku no Aegis 2035: Warship Gunner

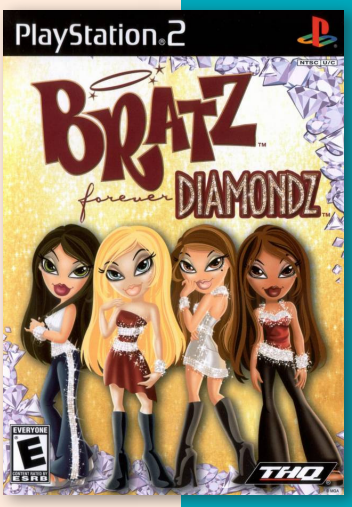
Developer	Koei
Publisher	Koei
Release date	(jp) Action
Genre	Action, Simulation
Mode	1 Player

Boukoku no Aegis 2035: Warship Gunner is a movie tie-in for the Japanese live-action summer film, Boukoku no Aegis. Like the subtitle suggests, the basic gameflow and controls are the same as Naval Ops: Warship Gunner. Players use the directional pad for steering and movement. The left analog stick is used for aiming and Binocular Mode for zooming onto targets.

J

3.8

Bratz: Forever Diamondz



Developer	Blitz Games
Publisher	THQ
Release date	(us) September 18, 2006
Genre	Action-adventure
Mode	1-2 Players

Bratz: Forever Diamondz is a 3D game based on the 2006 direct-to-DVD film of the same name. In the game players take control of one of the Bratz girls while exploring the towns they visit while searching for a teen designer. During the game players can switch between the girls and can customize their clothes, jewelry and make up. The player will participate in photoshoots, ice skating and can adopt a pet.

N P

Bratz: Girlz Really Rock

5.0

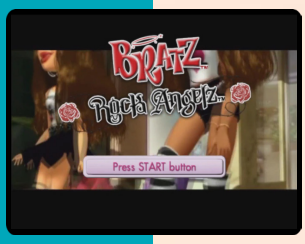
Developer Blitz Games
Publisher THQ
Release date (us) October 13, 2008
Genre Action
Mode 1-2 Players

In Bratz: Girlz Really Rock!, the girls spend their summer at a performance-focused music camp, Camp Starshine. There, they'll learn more about the music industry, fashion design and boys, all the while striving to prepare for the end-of-summer show where their all-girls band could be declared the most rockin' in the land. To achieve these many aims they must complete several mini-games.

N P

Bratz: Rock Angelz

6.0

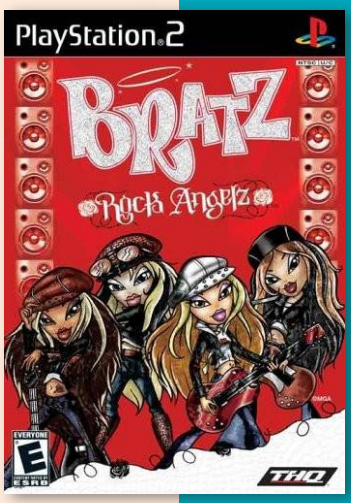


N P

Developer Blitz Games
Publisher THQ
Release date (us) October 6, 2005
Genre Adventure
Mode 1 Player

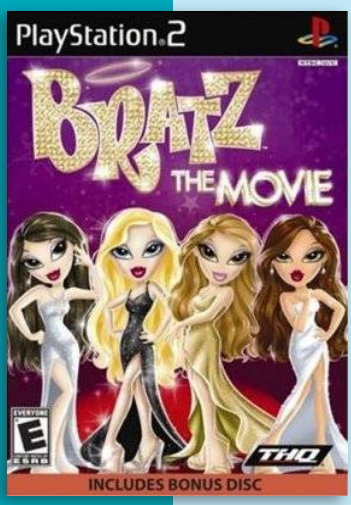
Bratz: Rock Angelz is an open world adventure. The player controls one of the four Bratz girls (Yasmin, Cloe, Sasha, and Jade) who are attempting to launch their own teen magazine.

The objectives of the game are triggered when the player takes the correct Bratz girl to a speech bubble. During the game also allows players to take pictures, and play minigames for extra money. The girls' make-up can be applied as the player wishes.



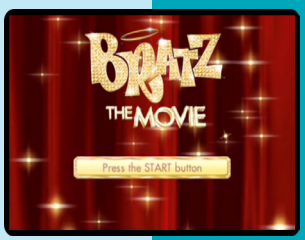
Bratz: The Movie

4.2



Developer Blitz Games
Publisher THQ
Release date (us) September 25, 2007
Genre Simulation
Mode 1-2 Players

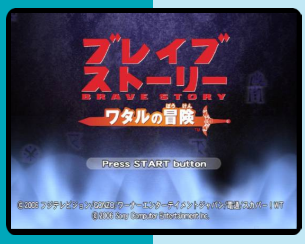
The game is divided up into various chapters, each with its own storyline. In every chapter players are given control of one of the four Bratz girls and must complete a series of shopping tasks that will be written about in a magazine. Assignments include snapping up popular designer labels, roller blading around town picking up coins and missing items, and catching up on all the latest gossip.



N P

Brave Story

7.0



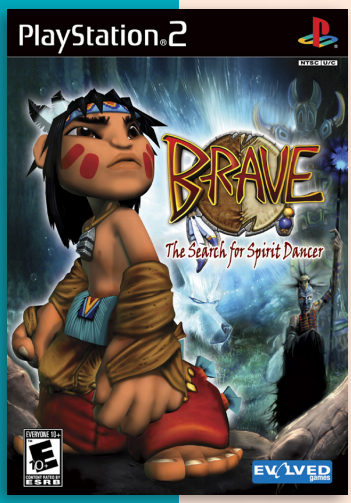
J

Developer	Sims
Publisher	SCEI
Release date	(jp) July 6, 2006
Genre	Action role-playing
Mode	1 Player

Brave Story is based on a Japanese fantasy novel written by Miyuki Miyabe. Players directly control Wataru, facing off against enemies in forests, deserts and other environments pulled from the movie. They can make Wataru attack with his sword, perform a combo attack, jump, defend, and lock on to specific enemies for easy targeting. Wataru also gains allies throughout his quest, who can be called briefly into battle.

Brave: The Search for Spirit Dancer

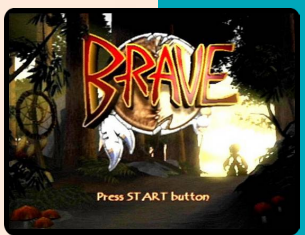
6.3



Developer	VIS Entertainment
Publisher	SCEE, (us) SouthPeak Games
Release date	(eu) September 2, 2005
Genre	Action-platformer
Mode	1 Player

The game is set in a world of Native American mythology, it follows a young Native American boy named Brave embarking on a journey to save his tribe.

The main game features a diversity of levels, with Brave needing to make his way to the end of each level. Brave learns a number of attacks and skills as the player makes his way through the game.



N P

Breeders' Cup World Thoroughbred Championships

4.5

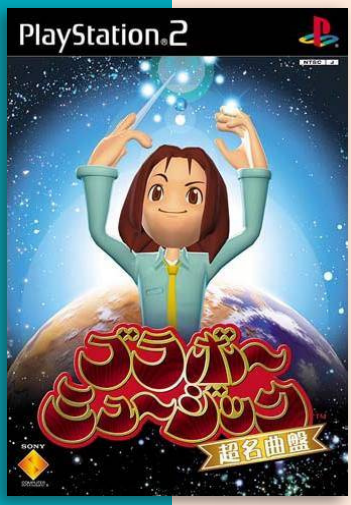
N

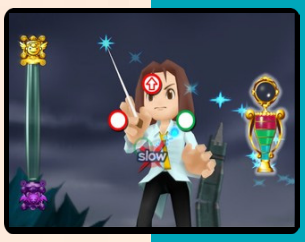
Developer	4J Studios
Publisher	Bethesda Softworks
Release date	(us) September 29, 2005
Genre	Sports
Mode	1-2 Players

Breeders' Cup World Thoroughbred Championships is a realistic horse racing simulator where players can bet and race horses in real Breeder's Cup events. Players can compete in North America's premier events such as Del Mar, Belmont Park and Keeneland along with many others, leading up to the most prestige event, the Breeders' Cup.

Bravo Music: Chou-Meikyokuban

6.2





Developer	Desert Productions
Publisher	SCEI
Release date	(jp) January 17, 2002
Genre	Music
Mode	1 Player

This is one of the sequels to Mad Maestro!. The goal is to play four songs for the Martians who have already left Mars and are on their way to Earth. They will arrive in one week's time, so players have seven days to play the four songs. In "Child Mode", players can choose from six planets, each leading to a different song.

"psxdatacenter.com"

J

Bravo Music: Christmas Edition

8.6

J

Developer	Desert Productions
Publisher	SCEI
Release date	(jp) November 22, 2001
Genre	Music
Mode	1 Player

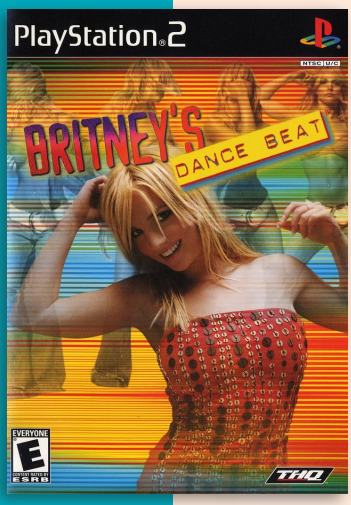
Bravo Music Christmas Edition is a special holiday-themed edition of the musical adventure game starring a conductor of an orchestra fighting off the town's worries with his music.

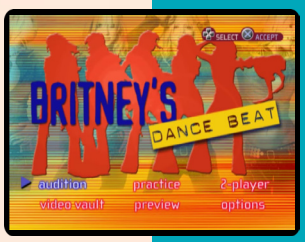
Mad Maestro features this style of gameplay, with the additional layer of pressure sensitivity. The Japanese series release featured an optional Baton peripheral.

"psxdatacenter.com"

Britney's Dance Beat

6.3





Developer	Metro Graphics
Publisher	THQ, (jp) Sega
Release date	(us) May 8, 2002
Genre	Music
Mode	1-2 Players

Britney's Dance Beat is a one or two player music video game featuring songs and video appearances by Britney Spears. The story is that players must pass "auditions" to tour as Spears' dancers.

Gameplay involves pressing buttons in time with music. Symbols for buttons are arranged in a circle, resembling a clock dial. A pointer sweeps around the dial, indicating when to press each button.

J N P

BREATH
DRAGON
FROM BENEATH THE SURFACE
A SECRET HIDDEN FOR EONS IS ABOUT TO BE REDISCOVERED

OF FIRE™

QUARTER™

- A BRAND NEW EVOLUTION OF THE BREATH OF FIRE SERIES
- NEW REAL-TIME, TURN-BASED BATTLE SYSTEM
- 3-D WORLDS EVOLVE TO SUIT YOUR PLAYING STYLE

T TEEN
CONTENT RATED BY ESRB
Blood
Partial Nudity
Violence

PlayStation.2

CAPCOM

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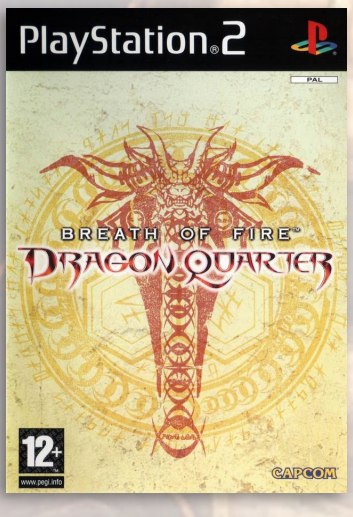
7.8

Breath of Fire: Dragon Quarter



J N P

Developer	Capcom
Publisher	Capcom
Release date	(jp) November 14, 2002
Genre	Role-playing
Mode	1 Player

Breath of Fire: Dragon Quarter, known in Japan as Breath of Fire V: Dragon Quarter is the fifth role-playing game in the Breath of Fire series.

The game is set in a world called Deep Earth. The world is a huge underground complex of cities and labyrinths. The world is populated by people who have never seen the sky and the sun in their lives. The world is dark and hostile, and knows no mercy. Technology is well developed in this world, but the society is ruled by a cruel law, dividing all the citizens into classes, depending on the their D-ratio - a form of identifying people and assigning to them a social status at the same time. This is the reality of mankind somewhere in a fantasy universe, where the hero Ryu is thrown into.

Ryu is a simple guard, a ranger with a low D-ratio - his job is to help to protect the citizens from genics - artificial monsters who have gone wild. During one of such routine patrols, Ryu runs into a mysterious silent girl named Nina, and saves her from a monster. Willing to protect her, Ryu discovers in himself a devastating power. He is now determined to do something for the people of Deep Earth, and perhaps even guide them to the surface of the planet..

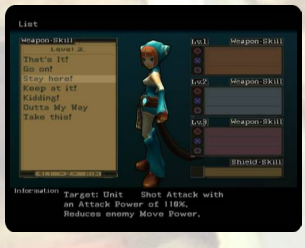
Dragon Quarter takes drastic deviations from previous games in the series, and is the first to be presented using fully three-dimensional graphics for both characters and environments. Players control their characters from a third-person perspective as they navigate through a number of different environments including dangerous areas such as dungeons and towns where they may interact with non-player characters. While previous Breath of Fire games took place in fantasy environments containing open areas, Dragon Quarter features a distinct science fiction motif that sets the game in a series of underground bunkers 1000m below the surface in an industrialized, post-apocalyptic environment. As players progress through the game, they must travel upward through a network of tunnels while battling enemies and collecting keys in order to advance. The game uses a map system that alerts players to the location of nearby doors, treasures, and enemies to aid them in navigation.

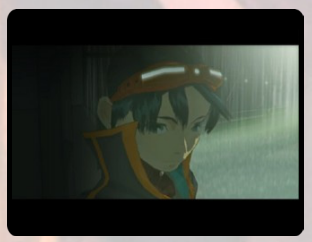
Rather than experiencing the entire game in a single playthrough, Dragon Quarter is designed to encourage the player to play through the title multiple times in order to experience the whole story. Using the Scenario Overlay (SOL) System, certain plot points and areas of the game are only accessible if the player's D-Ratio number is high enough. When players begin the game, their D-Ratio is represented as the fraction 1/8192, and can only be raised by continually restarting the game and using the SOL: Restore function, which allows them to begin a brand-new game while carrying over all accumulated items, equipment, and skills found up until that point. Progress is saved to the PlayStation 2's memory card using limited Save Tokens found during gameplay. Players may also sus-

pend their game as many times as they wish by creating a temporary save at certain areas in the game, which are deleted as soon as they are loaded.

When a player reaches a certain point in the game, they obtain the ability to use powerful dragon abilities and receive a D-Counter at the top of the screen represented as a percentage. When the D-Counter reaches 100 percent, the game ends and the player is sent back to their last permanent save. The meter raises continually as the player uses these abilities in or out of battle and can only be lowered by restarting using SOL: Restore.

Battles in Dragon Quarter use the Positive Encounter and Tactics System (PETS), which is described by Capcom as a "combined real-time and turn-based combat". A battle begins when a character comes in contact with an on-screen enemy creature, with the player gaining a pre-emptive strike advantage if they strike the enemy with their weapon beforehand. Players may also avoid combat by setting traps to slow down or stop enemies from approaching, or by leaving food to attract them to it. While in the battle screen, each character and enemy present take action by order of their "agility" statistic, with each participant allowed free movement around the battle area during their turn. Characters are given an allocation of Active Points (AP) at the start of each turn, with the number decreasing with each step and attack they make. Attacks are divided into three levels, with higher level attacks costing more AP to use but dealing more damage, and may be strung together into combination attacks. A character may learn new attacks by equipping new weapons and by finding Attack Skills scattered throughout the game. A battle is won either when all enemies are defeated or have fled the battle area, with victories earning the player experience points that allow characters to gain levels and become stronger, along bonus Party Experience awarded based on combat performance.





Breath of Fire: Dragon Quarter was first announced by Capcom at the 2002 Electronic Entertainment Expo in Los Angeles as the first game in the series to appear on the PS2 console. The project was headed by series veteran Makoto Ikehara, who served as director, and was inspired to create the game's dystopian setting after reading the 1994 alternate history novel Gofungo no Sekai (lit. The World Five Minutes From Now) by Ryū Murakami. The game's unique gameplay elements and high challenge were added to differentiate it from previous entries in the series, which Ikehara felt were "too easy" when compared to other role-playing titles, with the level of difficulty gradually increasing as development went on.

A number of intended features were cut from the final version of the game, including an online mode which was dropped early in development that would have made use of the PS2's internet capabilities, as well as a fishing minigame similar to earlier titles in the series. Certain story points that the development team deemed too "shocking" were also removed before the game was completed, including a locked room in the Biocorp Labs that contained headless duplicate bodies of Nina, and the scientist who performed Nina's operation resembling Adolf Hitler. Ikehara noted that he also originally wanted to include a cut-scene in the game showing how the surface world became uninhabitable, but was ultimately unable to do so.

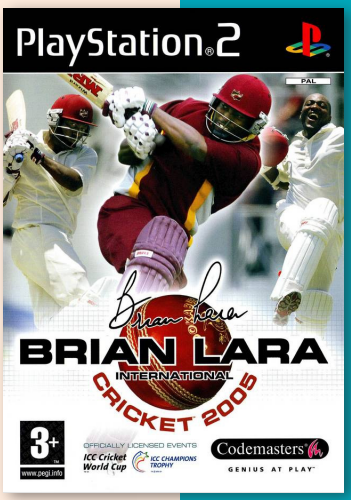
Breath of Fire: Dragon Quarter was the top-selling game in Japan during the week of its release in November 2002 at 80,059 copies.

7.0

Brian Lara International Cricket 2005

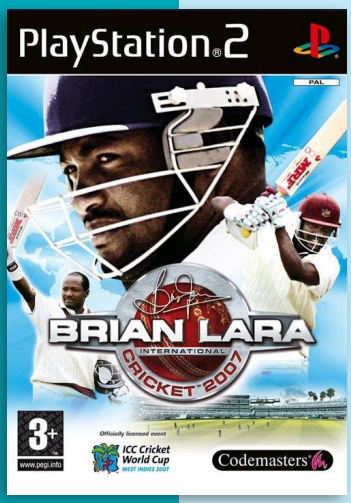
Developer	Codemasters
Publisher	Codemasters
Release date	(jp) July 21, 2005
Genre	Sports
Mode	1-2 (4) Players

Brian Lara International Cricket 2005 (BLIC) (also known as Ricky Ponting Cricket in Australia and New Zealand) is the follow-up to Brian Lara Cricket '99. It contains the 2003 Cricket World Cup in Africa and the 2004 ICC Champions Trophy. These two competitions are licensed by the International Cricket Council (ICC) and contain official player names, faces, kits, and sponsors.



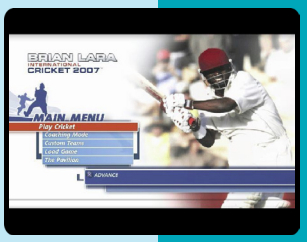
Brian Lara International Cricket 2007

7.6



Developer	Codemasters
Publisher	Codemasters
Release date	(eu) March 23, 2007
Genre	Sports
Mode	1-2 (4) Players

Brian Lara International Cricket 2007 is endorsed by West Indian cricketer Brian Lara. It was released in Australia and New Zealand under the name of Ricky Ponting International Cricket 2007 and in India as Yuvraj Singh International Cricket 2007. BLIC 07 is the first cricket computer game to have online play included.



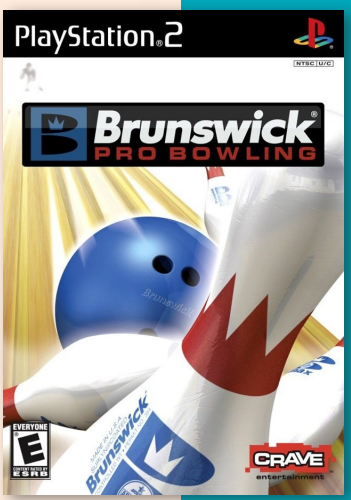
Brunswick Pro Bowling

6.1

Developer	Point of View
Publisher	Crave, (eu) 505 Game Street, (au) 505 Games
Release date	(us) August 21, 2007
Genre	Sports
Mode	1-4 Players

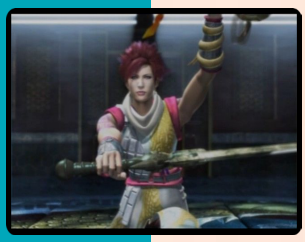
Brunswick Pro Bowling has a free play mode, in which up to four players can play against each other in a match. In the career mode players work their way up from an amateur to professional bowler and a multiplayer mode lets up to four players compete against each other.

Reception of Brunswick Pro Bowling has been mixed. Most critics praised the realistic physics of the game.



Bujingai: The Forsaken City

7.2



Developer	Taito Corporation
Publisher	Taito, (us) Bam Entertainment, (eu) 505 Game Street
Release date	(jp) December 25, 2003
Genre	Hack and slash
Mode	1 Player

Bujingai is set in the 23rd century about 100 years after a global catastrophe wiped out a majority of the Earth's population and its entire government. The survivors have found themselves in possession of magical powers stemming from the energies of the Earth. The game's story follows one such man, Lau Wong, a sword-wielding exile who returns to Earth to confront a former ally and an army of demons who have taken hold of the titular Asian city of Bujingai. The graphics and gameplay in Bujingai are visually inspired by martial arts (Wuxia) films of Hong Kong.

The game is a third-person beat 'em up/hack and slash in which the player controls the protagonist Lau, exploring open environments, solving minor puzzles, and battling enemies and bosses. The game features a counterattack mechanic and the ability to chain together sword slashes in excess of 1,000 hits.

Bujingai acted as a 50th anniversary release for Taito. Taking two years to create, the development team included Taito veteran Hiroshi Aoki as director, Taito's in-house band Zuntata as music composers, and external talent in the form of Cowboy Bebop character designer Toshihiro Kawamoto and Trigun scenario writer Yōsuke Kuroda in their respective roles. The likeness of Japanese pop icon Gackt was used in making the protagonist Lau Wong; Gackt himself aided in the game's promotion prior to its launch.

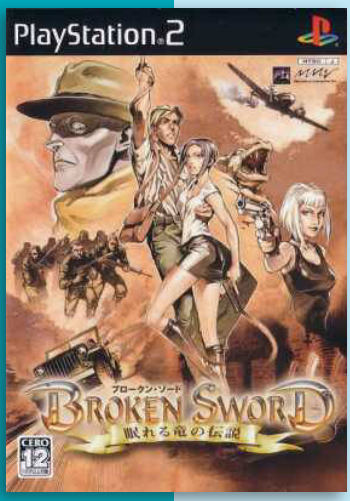
Bujingai received above-average reviews from press sources, who praised its combat gameplay, visual style, and character designs. However, many of these same reviewers criticized the game as having poor jumping mechanics, dull level designs, and a weak plot.

Prior to the game's North American launch, Taito had considered creating a sequel. Okumura explained, *"As long as the energy of the fans remains, Bujingai 2 will see the light of day!! For sure!"* Despite the game's positive reception, Bujingai did not receive a console follow-up.

J N P

6.9

Broken Sword: The Sleeping Dragon



J P

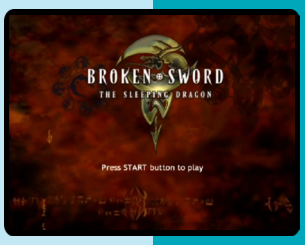
Developer	Revolution Software
Publisher	THQ, (jp) Marvelous Entertainment
Release date	(us) November 14, 2003
Genre	Adventure
Mode	1 Player

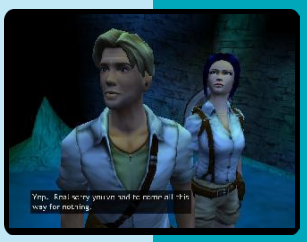
Broken Sword: The Sleeping Dragon is the third installment in the Broken Sword series, released six years after the previous instalment, The Smoking Mirror. The player assumes the role of George Stobbart, an American patent lawyer who flies to the Congo to write a patent for a scientist who claims to have found a source of unlimited energy.

The gameplay is a departure from previous instalments in the series, using a direct control interface. The player guides George Stobbart's movements with a gamepad, while Nicole Collard is also a playable character at certain times. George must collect objects that can be used with other collectable objects, parts of the scenery, or other people in the game world in order to solve puzzles and progress in the game. George can engage in dialogue with other characters through conversation trees to gain hints of what needs to be done to solve the puzzles or to progress the plot. The player has action choices in the bottom right of the screen - there are four circles with anywhere from one to four actions available at any time; the player selects the desired action with the corresponding key. As in the first two Broken Sword games, in The Sleeping Dragon player character death is possible.

The idea was first discussed in 2000. To make the game feel like a film, Revolution brought in a cinematic consultant, Bob Keen, who made sure the game conveyed emotions and atmosphere appropriate for each scene. The game was originally planned to have similar cartoon-quality visuals as its prequels, but the developers decided to aim at a style similar to Japanese animated films. Unlike the first two Broken Sword games, which used the Virtual Theatre engine, The Sleeping Dragon was built with the RenderWare engine. The game's music was composed by Ben McCullough, and Rolf Saxon returned to voice George Stobbart.

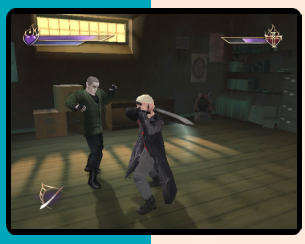
The game has received highly positive reviews. Critics praised the game's story, writing, humour, cinematic feel, and graphics.

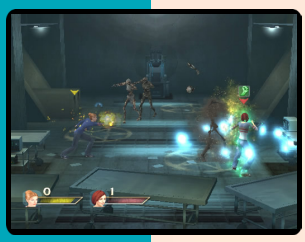


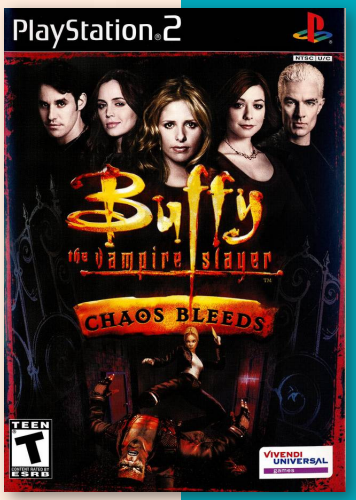


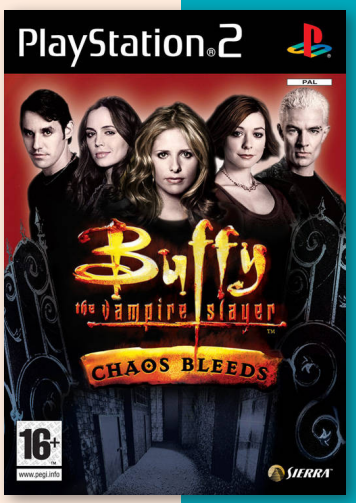
Buffy the Vampire Slayer: Chaos Bleeds

7.2









Developer	Eurocom Entertainment Software
Publisher	Vivendi Universal Games
Release date	(us) August 27, 2003
Genre	Action-adventure, Beat 'em up
Mode	1-2 (4) Players

Buffy the Vampire Slayer: Chaos Bleeds is a 2003 video game and the fourth of the Buffy the Vampire Slayer franchise, and the only multiplatform game. It was the first to allow players to control characters other than Buffy Summers and feature a fully developed multiplayer mode; additional players had a limited ability to interact in a hidden debugging mode in the previous game, Buffy the Vampire Slayer.

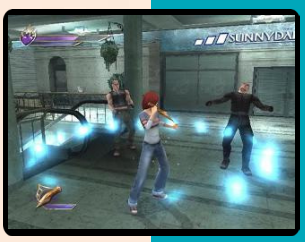
The story is set during the television series' fifth season. The game extends an idea from a previous game: that of bringing back dead characters, by bringing back Sid the Dummy, Kakistos and Anya's former demon self, Anyanka.

In this game Buffy discovers that Ethan Rayne is at the center of a great struggle with the First, literally the first incarnation of evil the world has ever known. She and the gang must face an undead army of vampires, zombies, and demons to keep these nefarious villains from casting the world into permanent darkness. The plot involves different alternate realities bleeding into Buffy's own reality, leading to the reappearance of deceased enemies and the appearance of evil versions of allies. With the help of Sid the Dummy and Ethan's ancestor Cassandra Rayne, Buffy and her friends have to vanquish the First.

As well as the single-player story mode, the game features several different multiplayer games. These are: "Survival" - player-on-player combat; "Bunny Catcher" - players compete to collect rabbits; "Slayer Challenge" - a single player must defeat as many enemies as possible (additional players can take control of the enemies); "Domination" - players must compete to control magical pentagrams for as long as possible.

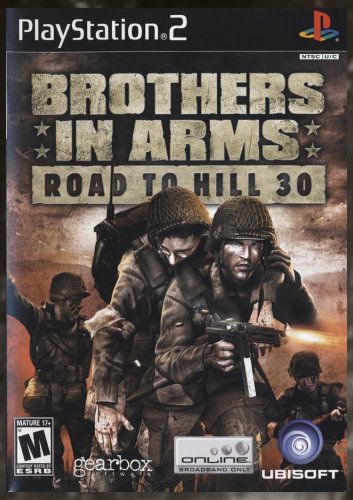
At first, only one map and four characters are available. More maps and characters become unlocked as one plays through the main, single-player game and finds secret areas.

The PlayStation 2 version received "average" reviews, according to the review aggregation website Metacritic.



Brothers in Arms: Road to Hill 30

8.2



JNP

Developer	Gearbox Software
Publisher	Ubisoft
Release date	(us) March 15, 2005
Genre	First-person shooter
Mode	1-2 (4) Players

Brothers in Arms: Road to Hill 30 is the first game in the Brothers in Arms series. The game takes place during World War II and focuses on tactics.

Brothers in Arms is based on the true story of the 502nd Parachute Infantry Regiment (PIR) of the famed 101st Airborne Division who were dropped behind German lines on D-Day. The game is based on the historical Mission Albany, in which the player has to complete missions based on real actions of the 101st in Normandy.

In most levels of Brothers in Arms, the player is in command of one or two separate 1-3 man teams, with the exception of several sections in which the player is not in command of any unit. There are two types of teams, which are automatically provided before each mission:

- Fire team: Made up of soldiers with the M1 Garand and the Browning Automatic Rifle and used to fix the enemy with suppressive fire.
- Assault team: Made up of soldiers usually with the M1A1 Carbine and the Thompson submachine gun and is good for flanking the enemy while they are pinned down by the player's fire team.

Additionally, some levels provide the player with a tank in lieu of a team, providing players with heavy firepower and mobile cover. The player can also man the pintle-mounted M1919 Browning machine gun on the tank for additional suppression.

Brothers in Arms is notable for its intuitive command system. Teams and tanks can be ordered to move, lay suppressive fire, rally, find cover, and charge the enemy. The game stresses at multiple points the effectiveness of fire and maneuver tactics, known as the Four Fs actually used by the military during World War II, expressed in the game tutorial as "Find, Fix, Flank, Finish" describing the steps in suppressing and flanking an enemy.

The focus on team command is emphasized by providing the player with an inaccurate aim. Instead of having almost perfect accuracy with weapons in games like Call of Duty and Medal of Honor, Brothers in Arms models weapons with erratic accuracy, and enemy fire can interfere with a player's aim to simulate the effects of suppressive fire. The relative lack of accuracy is designed to simulate the difficulty in hitting targets in a combat situation as well as forcing the player to use team members to engage enemy units and provide better tactical opportunities.

Brothers in Arms uses a modified version of the Unreal Engine 2.0 with various effects such as motion blur, colored and lighting, anisotropic filtering, rag-doll physics, realistic ballistics, surround sound and dampening. The story behind Brothers in Arms was based on the missions that were conducted by the 502nd Parachute Infantry Regiment, of the famed 101st Airborne Division, behind enemy lines during D-Day. Randy Pitchford, the developer of the game, described it as *" the best game [he's] ever worked on."* He and his development team tried to recreate the actual look of 1944 Normandy and its buildings, landmarks, streets and battlefields.

They also researched about the real soldiers who fought there, the historical reconnaissance photographs, and operations and battles such as Operation XYZ, Utah Beach and Purple Heart Lane. Their research also included interviewing various veterans and shooting the actual weapons from the game's timeline.

Retired Colonel of the US Army John Antal was the consultant of the development team in creating the game's innovative tactical gameplay. He was tasked in making sure that the action and the commands were accurate and authentic as possible, and he taught the development team both in the classroom and the field about real-combat decision making and firefights. The development team also researched and analyzed other tactical and strategy shooters in order to create their own unique gameplay in Brothers in Arms. They designed the characters to behave like real trained soldiers that were fully capable of engaging the enemy, covering each other, and getting good firing positions to engage from. Pitchford also described the development of the game as *"expensive and time consuming"*, and the process in making the game took several prototypes and attempts that cost them time, resources and ideas. These attempts were made in order to make the tactical combat as fun and engaging as possible, without making it look like other standard shooters in the market. Pitchford also had a problem in making the story due to the fact that World War II shooters were as *"scripted as a Disneyland ride and not as interactive"* in the current video game industry. So the development team made sure that the story was not as cliched and scripted as other World War II stories, and make the game as dynamic and plausible with players actually caring for their character's lives and the combat they're into. The game

was released on March 15, 2005 for Xbox, PS2 and PC. Ubisoft Shanghai assisted in porting and releasing the game for the PS2. Brothers in Arms: Road to Hill 30 was Gearbox Software's first independently owned game, and Pitchford made sure to protect its license from other publishers who want to buy it. Pitchford also gave credit to Ubisoft in taking the risk, giving them freedom to develop the game as their own and helping them in its marketing.

Brothers in Arms: Road to Hill 30 was also used to recreate scenarios in a 2005 History Channel special, also titled Brothers in Arms.

The game was a commercial success, selling 1.7 million copies by the end of March 2005. Philip Morton of Thunderbolt gave the game a perfect 10/10 rating and called it as *"exactly what the genre needed."* He praised the gameplay that he described as *"honed to near-perfection."*

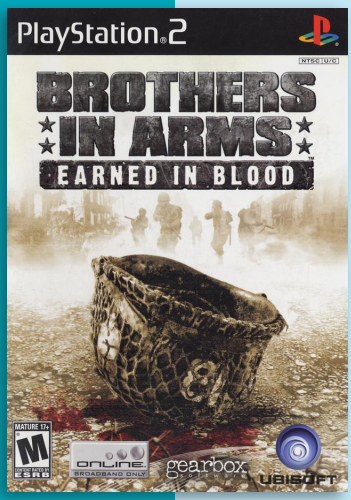
However, the game's repetitive gameplay have also garnered negative feedback from other critics. Maxim gave the PS2 version a score of 8/10 and stated that *"Gamers with short attention spans will likely find all the squad management tedious, but we think it adds a much-needed dimension to a very stale genre."*

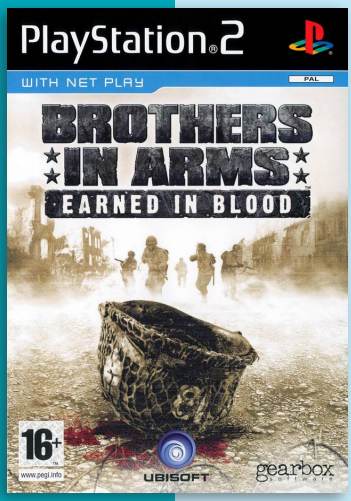
Brothers in Arms: Road to Hill 30 is considered by many to be one of the best World War II video games and tactical shooters today. Gaming sites and critics praised the innovation in gameplay that Brothers in Arms brought into the World War II video game genre, which was already becoming stale and unpopular at that time.

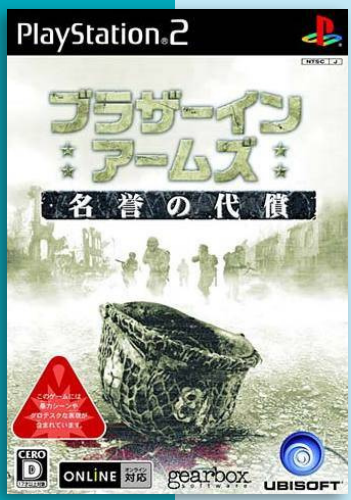
As a historical game, Philip Morton of Thunderbolt praised the game for accurately and realistically capturing the time period than other games before it.

7.1

Brothers in Arms: Earned in Blood

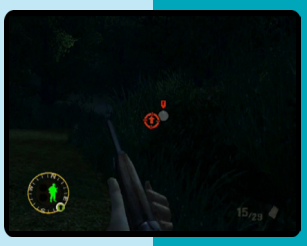






J N P

Developer	Gearbox Software
Publisher	Ubisoft
Release date	(us) October 26, 2005
Genre	First-person shooter
Mode	1-2 (4) Players



Earned in Blood continues the Brothers In Arms saga as newly promoted Sergeant Joe "Red" Hartsock (Hartsock was the Corporal of Baker's Fire Team), who was part of the historic Normandy invasion in the previous game. The story is essentially told as a "reflection" on the events that took place earlier, as Army historian Colonel S.L.A. Marshall is interviewing paratroopers 15+ days after D-Day. The games uses the same graphic engine as Brothers in Arms: Road to Hill 30, which is based on the Unreal Engine 2.0

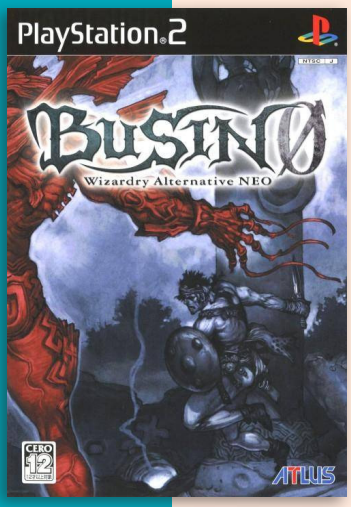
The gameplay in Earned in Blood is similar to Brothers in Arms: Road to Hill 30. The player usually assumes command of two teams of paratroopers to use the Four Fs—Find, Fix, Flank, and Finish—tactic against the enemy. The game discourages the use of solo run 'n' gun tactics by limiting the player's ability to aim, by decreasing the player's health, and by placing large numbers of enemies behind cover. To successfully complete a mission, the player has to study the layout of the battlefield, fix/suppress the enemy with overwhelming suppressive fire with one team (usually the fire team), and direct another team (usually the assault team) to flank the enemy by sneaking to the side or rear of the enemy to finish them off.

In Earned in Blood, the enemy will constantly reposition himself according to the player's action, regardless of danger. This change makes stealth and distraction important considerations when the player is attempting to flank the enemy. At the same time, new tactics such as forcing the enemy into kill zones is possible with the new AI system. The new enemy AI allows the player to be attacked more frequently than in Road to Hill 30. Also it is not possible to destroy a tank with a grenade unless the hatch soldier is killed.

Brothers in Arms: Earned in Blood received mixed to positive reviews. Aggregating review websites GameRankings and Metacritic gave the Xbox version 85.11% and 85/100, the PC version 84.00% and 84/100, the Mobile version 78.40% and the PlayStation 2 version 74.41% and 71/100.

Busin 0: Wizardry Alternative Neo

8.6



Developer	Racjin
Publisher	Atlus
Release date	(jp) November 13, 2003
Genre	Role-playing
Mode	1 Player

This is the prequel to Wizardry: Tale of the Forsaken Land. Set before the events of "The Flash," Busin 0 describes the events that transpired in the history of Duhan and the surrounding kingdoms that make up the world.

The game feature a new story, characters, and labyrinths to explore.

J

Busou Renkin

7.3

J

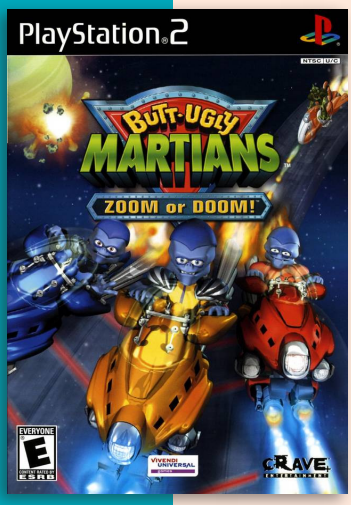
Developer	Shade
Publisher	Marvelous Entertainment
Release date	(jp) June 28, 2007
Genre	Beat-'em-up
Mode	1 Player

Buso Renkin Youkoso Papillon Park e is a PlayStation 2 game based on the Buso Renkin (lit. "Alchemical Weapons") manga series written and drawn by Nobuhiro Watsuki.

The game is 3D roaming action-adventure featuring an assortment of characters from the franchise.

Butt Ugly Martians: Zoom or Doom!

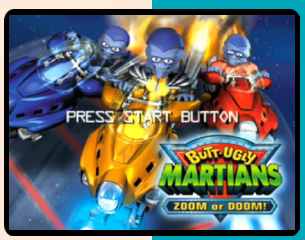
4.1

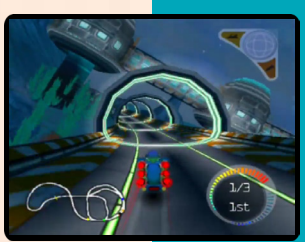


Developer	Crave
Publisher	Vivendi Universal Games, (us) Crave
Release date	(eu) December 6, 2002
Genre	Racing
Mode	1-2 Players

Butt-Ugly Martians: Zoom or Doom is a racing game based on the computer animated television series Butt-Ugly Martians.

The gameplay focuses mainly on competitive racing, there are seven different racers in which two have to be unlocked by the player, each with different advantages such as handling and speed.





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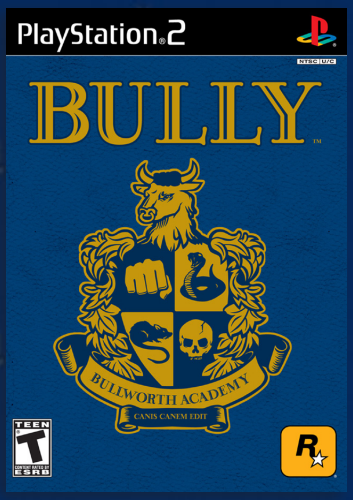
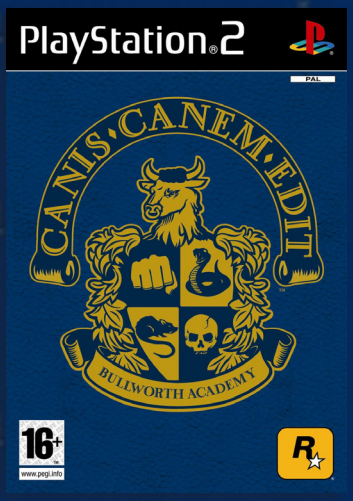
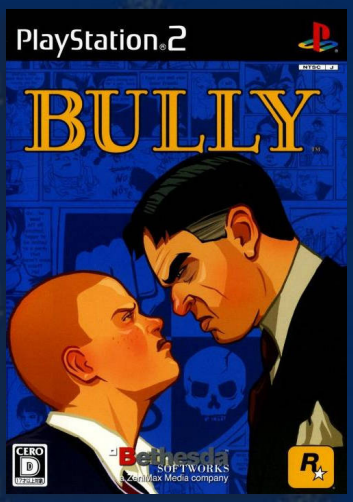
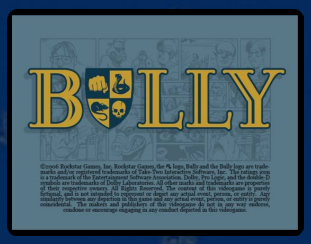






JNP

Bully



Developer	Rockstar Vancouver
Publisher	Rockstar Games, (jp) Bethesda, (us) SCEA
Release date	(us) October 17, 2006
Genre	Action-adventure
Mode	1 Player

Bully takes place at Bullworth Academy, a private boarding school in the New England region of the United States. After being expelled from seven previous schools, the game's protagonist, 15-year old James "Jimmy" Hopkins, is sent there for a year while his mother and her new husband go on their honeymoon. Surrounding the Academy is the town of Bullworth. The school campus is designed in a neo-gothic style, similar to public schools and colleges in the United Kingdom and New England.

Bully is an action-adventure game set in an open world environment and played from a third-person perspective. The game's single-player mode lets the player control the high school student—teenage rebel James "Jimmy" Hopkins. Throughout the story, Jimmy rises through the ranks of the school groups, archetypes which include Bullies, Nerds, Preppies, Greasers, and Jocks. Players complete missions—linear scenarios with set objectives—to progress through the story. Outside of missions, the player can freely roam the game's open world, and has the ability to complete optional side missions. The world of Bully, named Bullworth, is separated between five areas: Bullworth Academy, Old Bullworth Vale, Bullworth Town, New Coventry, and the Blue Skies Industrial Area. At the beginning of the game, the player can only explore Bullworth Academy, with all other areas unlocking as the story progresses.

The player can use melee attacks and weapons to fight enemies. The weapons available include slingshots, bags of marbles, stink bombs and spud cannons. Jimmy can run, jump, swim or use vehicles to navigate the game's world. The vehicles available in the game includes a skateboard, scooters, bicycles and go-karts. Bus stops are located in various locations around the world, allowing the player to quickly travel back to Bullworth Academy. Should the player take damage, their health meter can be fully regenerated using multiple techniques, such as drinking sodas, which can be obtained from vending machines. If the player breaks rules while playing, the game's authority figures may respond as indicated by a "trouble" meter in the HUD. On the meter, the displayed levels indicate the current level of severity. Authority figures will search for the player who escape their line of sight; the trouble meter enters a cool-down mode and eventually recedes when the player has evaded the authority figures.

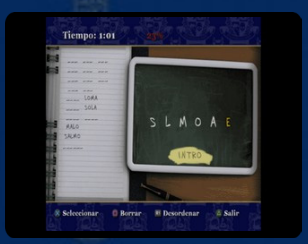
When not performing missions, the player have the ability to attend classes; truanting a required class is a rule violation. Each class grants the player with a special ability upon passing; for example, English allows players to apologise to authority figures after violating rules, and Chemistry grants the player with the ability to create firecrackers, stink bombs, and itching powder. The player can initiate romantic relationships with characters, acquiring the ability to give them gifts and kiss them, kissing also replenishes health.

Rockstar announced Bully on May 2005 for the PlayStation 2 and Xbox with an original expected release date of October 2005. Early information released by Take-Two Interactive seemed to indicate that the player would be taking the role of a bully, and screenshots printed in Electronic Gaming Monthly showed the player-controlled antagonist administering a "swirlie" and throwing a punch at another student. However, the tone of the final game was different, with the player in the role of a problem student who stood up to and fought back against bullies, in effect, bullying on behalf of the victims, or in self-defense.

The PlayStation 2 version of the game uses an advanced Grand Theft Auto: San Andreas engine through RenderWare. Rockstar Vancouver decided to make every student in the school have a unique appearance and personality.

When developing the characters, the team aimed at recreating the state of being a child, and making it enjoyable. Parallels were made between Jimmy and Catcher in the Rye's Holden Caulfield. Jimmy and Holden share a background of a difficult homelife and being thrown out of multiple private schools. Though the pompous school principal Dr. Crabblesnitch is originally introduced as the main antagonist, this role is later replaced by Gary Smith, who initially befriends Jimmy. Gary is described as a sociopath. He admits that he suffers from attention-deficit disorder and is a narcissist, as he considers himself smarter and better than everyone, and wants to run the school.

Bully's title and gameplay features inspired controversy among parents and educators who noted the adult content in previous Rockstar games, including the Grand Theft Auto: San Andreas Hot Coffee minigame controversy. Groups such as Bullying Online and Peaceaholics criticized the game for glorifying or trivializing school bullying, although they raised their objections before the game was released to the public. The player may also choose to kiss select girls and a boy in the game, which the ESRB was aware of when rating the product. Classification boards generally restricted Bully to a teenage audience.



Bully was banned in Brazil. In April 2008, Brazilian justice prohibited the commerce and import of the game. The decision was taken by judge Flávio Mendes Rabelo from the state of Rio Grande do Sul based on psychological findings by the state psychology society which said that the game would be potentially harmful to teenagers and adults. Anyone caught selling the game would face a daily fine of R$1,000.00.

Whilst British Labour MP Keith Vaz argued that Bully be banned or reclassified as rated 18 in the UK before its publication, the game was released rated 15.

Prior to both the ESRB's rating and the release of Bully, Jack Thompson filed a lawsuit attempting to have the game banned from store shelves in Florida. Thompson declared the game a *"nuisance"* and *"Columbine simulator"*. Judge Ronald Friedman ruled in favor of shipping the game, noting that there was no content in the game that was not already on late night television. Thompson responded to the ruling with fiery speech directed at the judge.

Despite initial controversy for its expected violence and homosexual content, Bully received positive reviews, with praise directed at the game's missions, narrative and characters. The original version of Bully sold over 1.5 million copies, and received multiple year-end accolades.

Burnout

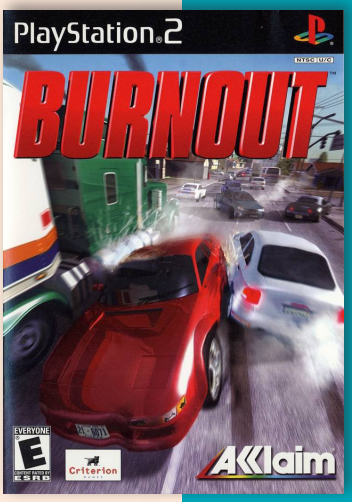
7.9

N P

Developer	Criterion Games
Publisher	Acclaim
Release date	(us) November 1, 2001
Genre	Racing
Mode	1-2 Players

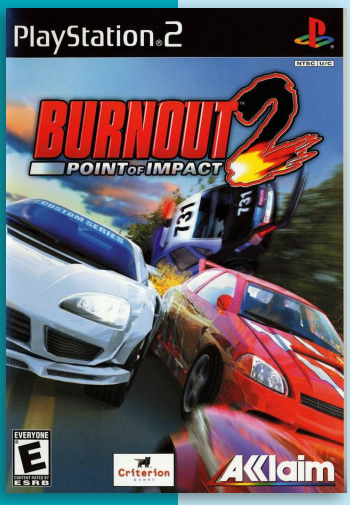
Burnout is the first in the series of high-speed racing games noted for over-the-top crashes and high-risk gameplay mechanics.

The main gameplay mode in Burnout is the Championship mode, which is a selection of events with three or four races in each. Here the player competes against three other cars on various courses. Each event gets harder and requires the player to use faster cars to reach first place. After completing each event, a Face Off challenge is unlocked which in turn unlocks a new car if won. Other modes include single race, time attack, and 2-Player. Single race is a mode where the player races against three opponents. In time attack, the player must finish a lap in a certain amount of time.



Burnout 2: Point of Impact

8.6

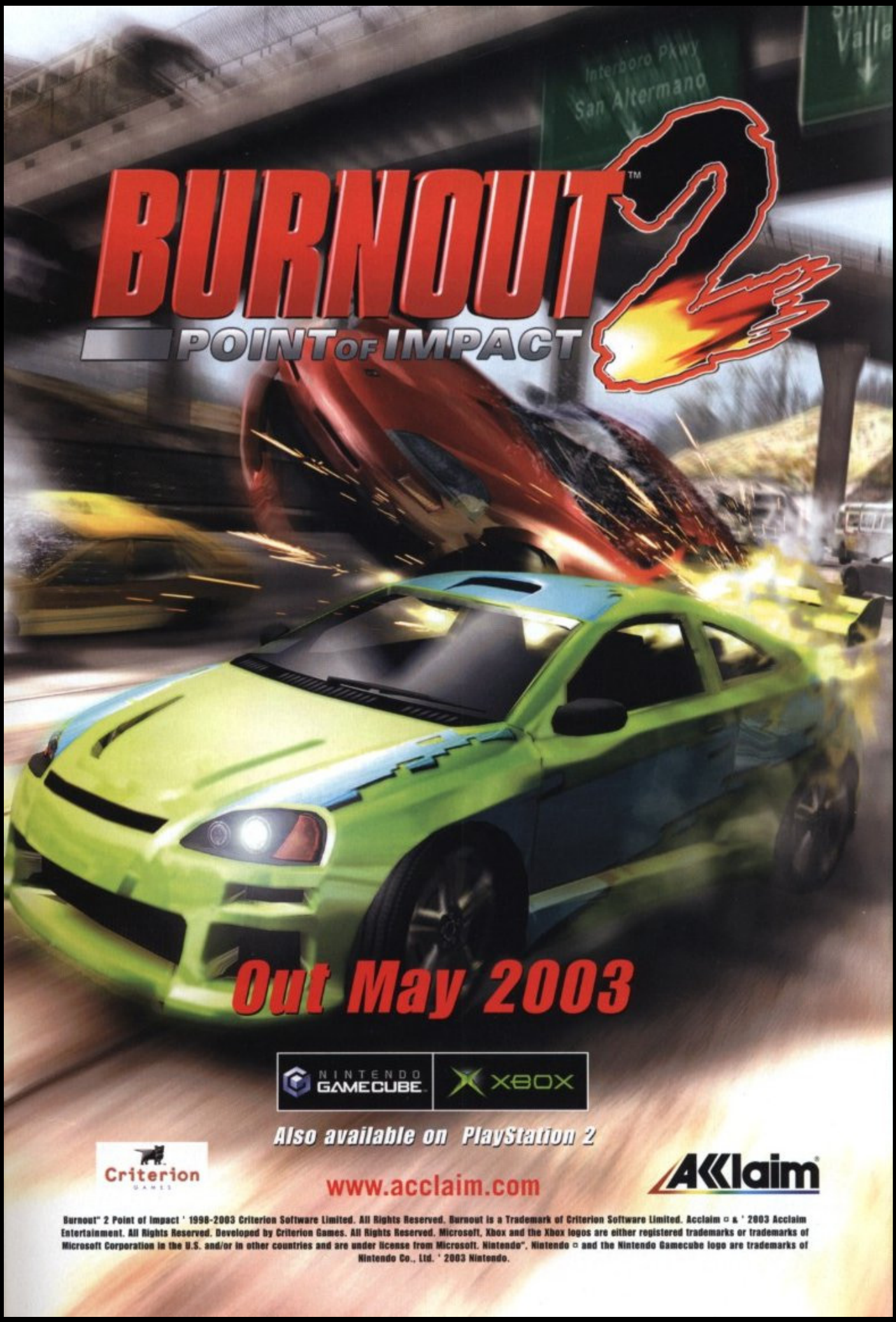


Developer	Criterion Games
Publisher	Acclaim, (jp) Sammy Studios
Release date	(us) September 30, 2002
Genre	Racing
Mode	1-2 Players

Burnout 2: Point of Impact marked Acclaim's last entry in the Burnout series, as Acclaim would go bankrupt in 2004; the rest of the series would be published by Electronic Arts.

The goal of Burnout 2: Point of Impact is to race circuits around a track, either alone, against the game artificial intelligence or human opponents. The tracks feature traffic, complex junctions and obstacles which can make driving at high speeds difficult. In order to travel faster, the player needs to accumulate Boost. This can be done by driving down the wrong side of the road, drifting around corners at high speeds, swerving to avoid traffic and hitting jumps at speed to gain air. Colliding with traffic or scenery at high speed causes the car to lose control and crash. After a short interval a replacement car then appears on the track without damage, but with a loss of boost.

J N P



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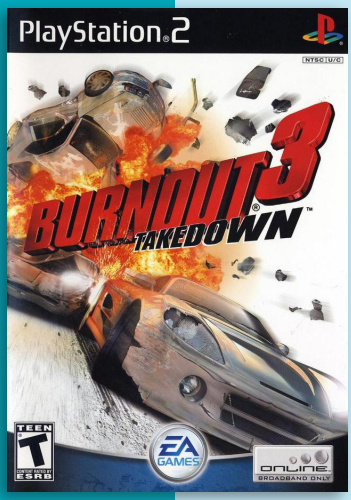
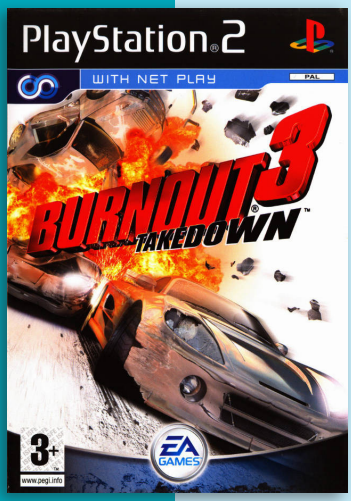
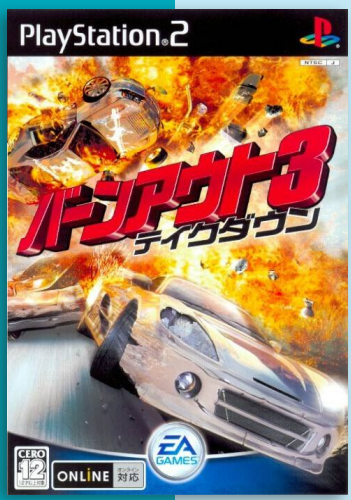
Burnout 3: Takedown

9.3







J N P

Developer	Criterion Games
Publisher	Electronic Arts, (us) EA Games
Release date	(jp) September 7, 2004
Genre	Racing
Mode	1-2 (6) Players

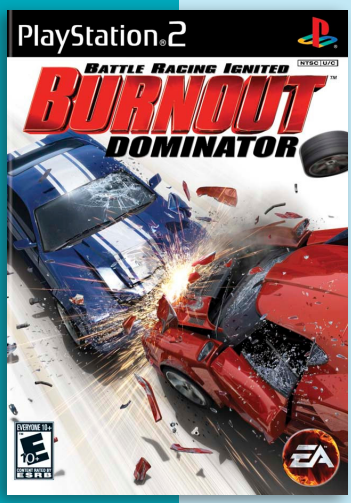
A staple of the series is the use of boost, earned through risky driving, to rapidly increase a car's speed. The central mechanic introduced in Burnout 3 is Takedowns, which allow players to slam their opponents until they crash. Takedowns work in conjunction with the boost system by filling up and extending the boost meter. Aside from standard circuit races, the game features modes focused on performing Takedowns on rival vehicles and causing monetary damage at a junction occupied with traffic. Each game variant is featured in a single-player campaign mode called World Tour, which serves as the primary method for unlocking new and faster cars. The game supports both online and split-screen multiplayer.

Prior to the creation of Burnout 3: Takedown, UK-based development studio Criterion had been collaborating with publisher EA on a skating game. However, disagreements over the game's creative direction led to its cancellation and falling out between the two companies. EA later approached Criterion about reuniting and partnering on a game, and so Criterion began developing Burnout 3: Takedown in June 2003 on the condition that EA would not interfere in the creative process. Over a year later, EA acquired Criterion and the Burnout series; their high expectations for Burnout 3: Takedown was influential in the acquisition.

Upon release, Burnout 3: Takedown received critical acclaim from the video game press becoming one of the highest rated racing video games of all time. Critics were enthused by the shift to a more aggressive style of racing game and the addition of gameplay mechanics like Takedowns. The addictive gameplay and visuals were widely praised by reviewers, many of whom ranked Burnout 3: Takedown among the best games released on the PlayStation 2 and Xbox. The game went on to win numerous awards including three from the British Academy Games Awards. Retrospective coverage of the game has been highly positive with some publications declaring it as the greatest arcade racer game ever made and the peak of the Burnout series.

Burnout Dominator

7.6



Developer	EA UK
Publisher	Electronic Arts
Release date	(us) March 6, 2007
Genre	Racing
Mode	1-4 Players

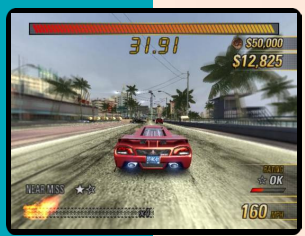
Burnout Dominator is the only Burnout game that was not developed by Criterion Games, and the first Burnout game in the series since Burnout 2: Point of Impact to not feature the "Crash Mode". At the time Dominator was being developed, Criterion was busy working on Burnout Paradise and was waiting to re-introduce the mode in a new form for the latter title. However, Criterion Games are listed as "the makers of this game" in the game manual and credited as developer on the official Electronic Arts site.

The main single player mode known as the World Tour is split into 7 different series, based on the different classes of car that are in the game. The series are Classic, Factory, Tuned, Hot Rod, Super, Race Specials and Dominator. The vehicle lineup is mostly new with some cars from previous two Burnout titles peppered into the game.

J N P

Burnout Revenge

9.0



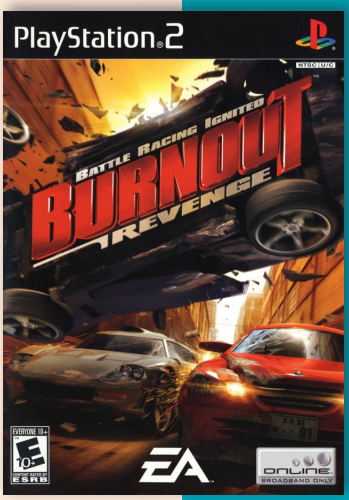
J N P

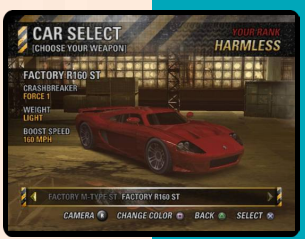
Developer	Criterion Games
Publisher	Electronic Arts
Release date	(us) September 13, 2005
Genre	Racing
Mode	1-2 (6) Players

Similar to its predecessor Burnout 3: Takedown, Revenge focuses on a mixture of racing in the midst of rush-hour traffic, and vehicular combat; players use the cars themselves as weapons. Revenge also expands on the combat side of its gameplay with new features such as "traffic checking" (ramming same-way traffic), Vertical Takedowns (landing on a rival car after the player's car drives over a jump), a new game type (Traffic Attack) and significant changes to the gameplay of Crash mode (a game type where players attempt to cause as large a crash as possible).

Burnout Revenge was dedicated to the memory of Rabin Ezra, who died on 27 June 2005.

A sequel to Burnout Revenge, titled Burnout Paradise, was released for the PlayStation 3 and Xbox 360.





Buzz! is a series of video games originated by Sleepydog Ltd., developed by Relentless Software and published by Sony Computer Entertainment Europe for the PlayStation 2, PlayStation 3 and PlayStation Portable consoles. They are quiz games that see the players answering trivia questions while competing in the fictional game show, Buzz!. Created specifically with multi-player party gaming in mind, the series launched in October 2005 and to date comprises 18 games; including 13 in the Buzz! series and five Buzz! Junior titles. The series made the transition to the PlayStation 3 with Buzz!: Quiz TV in 2008.

As with most TV quiz shows the winner of the game is the player with the most points. The show uses a multi-round format with most games in the series featuring eight individual rounds. The exact rounds vary from game-to-game and more information about the rounds can be found in the individual articles. Each game is hosted by the titular Buzz (voiced by Jason Donovan in the English versions)

The games are played with buzzers - a set of four simple controllers that consist of four coloured answer buttons and a red buzzer. These are intended to replicate the buzzers often seen on TV quiz shows. The buzzers plug into a USB port and the game allows use of either one or two sets of buzzers allowing up to eight players in certain games. The games are usually marketed in two versions, a pack containing both game and buzzers for new purchasers or a game only version for players who already own a set of buzzers.

The series was launched in October 2005 with Buzz!: The Music Quiz, which was followed by a general knowledge version Buzz!: The BIG Quiz. The alternation between specialist subject and general knowledge continued for the next three games in the series; the sports based Buzz!: The Sports Quiz was followed by another general knowledge edition, Buzz!: The Mega Quiz, and then another single subject edition based around films, Buzz!: The Hollywood Quiz. The sequence was broken with the release of Buzz!: The Pop Quiz. Buzz!: Quiz TV is a general knowledge quiz but allows players the option of quizzes on a single specific subject. Buzz!: Master Quiz is a general knowledge quiz with the addition of single subject rounds. Buzz!: Quiz World, expanded on Quiz TV by adding profiles to remember player's character & buzzer sounds, if players won or lost the previous game and call them by name.

In October 2006 a spin-off series of games designed for children started with the release of Buzz! Junior: Jungle Party with 40 mini games (but 25 in The United States version). The second game, Buzz! Junior: Robo Jam was the first game to be created by Cohort Studios for both PlayStation 2 & PlayStation 3, and has 25 mini games (but 24 in North America). Buzz! Junior: Robo Jam uses robots as players. Then, a third, Buzz! Junior: Monster Rumble has 25 mini games. The fourth game in the series, Buzz! Junior: Dino Den, is based around dinosaurs and was the second Buzz game to be developed by Cohort Studios. The fifth Buzz! Junior game, Buzz! Junior: Ace Racers, again developed by Cohort Studios. Buzz! Junior: Ace Racers is a racing game where players race cars, boats and planes using their Buzz! buzzer. All the games in the Buzz! Junior series have been developed by Magenta Software, FreeStyleGames, and Cohort Studios.

In 2006 the second game in the Buzz series, Buzz!: The BIG Quiz, won the BAFTA award for Best Casual and Social game. Buzz!: Quiz TV has been nominated in the Best Social Game and Best Multiplayer Game categories for the 2009 BAFTA video game awards. The series has sold over 10 million copies.

In January 2008 California-based Buzztime Entertainment filed a legal suit, in the Southern District of California, against Sony Computer Entertainment Europe alleging that Sony had violated several of its trademarks. The suit accused Sony of a *"malicious, fraudulent, knowing, wilful, and deliberate"* violation of its trademarks. In the suit Buzztime is seeking the recall and destruction of all infringing products and is asking the court for actual damages, punitive damages, legal fees and an order to the US Patent and Trademark Office not to register Sony's pending Buzz trademarks. The case was eventually settled out of court in favour of Sony.

PlayStation.2

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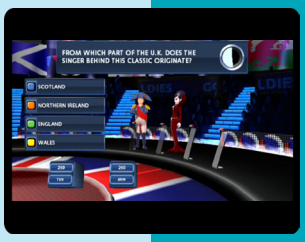
Buzz! Brain of the UK

5.0

Developer	SCEE
Publisher	SCEE, (au) SCE Australia
Release date	(no) February 13, 2009
Genre	Trivia
Mode	1-8 Players

Like the other games in the series it is played with the Buzz! controllers which will allow up to 8 players to pit the skills against each other if 2 sets of the controllers are used. It is part of the global Buzz!: Brain of the World brand with 21 different versions for specific countries, such as Buzz!: Brain of Oz for Australia.

Players can use the EyeToy to see themself on screen as they play.



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Buzz! De Slimste van Nederland

Developer	SCEE
Publisher	SCEE
Release date	(eu) December 3, 2009
Genre	Trivia
Mode	1-8 Players

Buzz!: De slimste van Nederland, also known as Buzz! De Strafste van Belgie, is part of the global Buzz!: Brain of the World brand. The game feature questions about Dutch culture, including music groups, cities, sports personalities, television moments, Dutch fauna and flora, food and more.

P

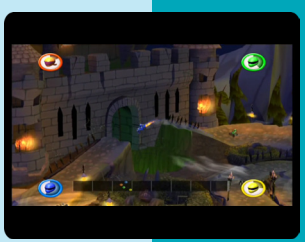
Buzz! Junior: Ace Racers

4.6

Developer	Cohort Studios
Publisher	SCEE, (au) SCE Australia
Release date	(eu) February 24, 2008
Genre	Racing
Mode	1-4 Players

The Buzz controllers used in this game enable up to four players to take part in races across different levels including by car, and plane. The game includes team modes, where friends can work together to accomplish goals, along with ten mini-games where players have to race by land, sea, and air in one of 16 different vehicles over 30 different circuits.

"mobygames.com"



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Buzz! Junior: Dino Den

6.9

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Developer	Cohort Studios
Publisher	SCEE, (au) SCE Australia
Release date	(eu) February 22, 2008
Genre	Action
Mode	1-4 Players

This game allows the player to take control of one of four different dinosaur characters and play against three other Buzz controllers. It includes 35 multi-player games including go-cart racing, riding a tyrannosaurus rex, and dunking cave-men, which are all played to win dino eggs. The person with the most dino eggs at the end of the game is declared the King of the Dinos.

The game also includes a 2 vs 2 team mode.

Buzz! Junior: Jungle Party

7.0

Developer	Magenta Software
Publisher	SCEE, (au) SCE Australia, (us) SCEA
Release date	(eu) October 20, 2006
Genre	Trivia
Mode	1-4 Players

Buzz! Junior: Jungle Party is the first game in the Buzz! Junior series. It comprises forty different mini-games (twenty-five in the US version). Many of these mini-games require little knowledge or skill, so that they are more suited to younger children than the normal Buzz! quiz games.

The game won a British Academy Children's Award BAFTA for best Children's videogame.

N P

Buzz! Junior: Monster Rumble

7.1

P

Developer	FreeStyleGames, Magenta Software
Publisher	SCEE, (au) SCE Australia
Release date	(eu) November 2, 2007
Genre	Trivia
Mode	1-4 Players

Monster Rumble was co-developed by FreeStyleGames and Magenta Software and is published by SCEE. FreeStyleGames developed nineteen of the twenty-five mini-games, while Magenta created the following six: Boo!, Bashing Pumpkins, Eyeball Fall, Ghoulish Golf, All Wrapped Up, & Tug-O-War.

Buzz! Junior: Robo Jam

6.2

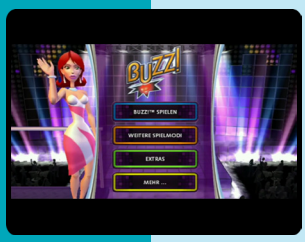
Developer	Cohort Studios
Publisher	SCEE, (au) SCE Australia, (us) SCEA
Release date	(eu) May 25, 2007
Genre	Trivia
Mode	1-4 Players

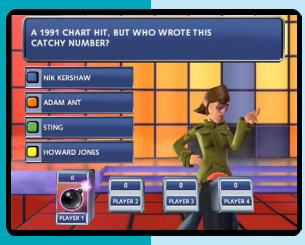
Gameplay comprises multiple mini-games, each quite simple and straightforward to play using the four Buzz! controllers. The voiceover (Phil Hayes) introduces each minigame and describes how to play the minigame. One of the main differences between Jungle Party and Robo Jam is the introduction of AI, allowing players to play against the computer. Unlike Jungle Party there is no solo game mode.

N P

Buzz! Pop Quiz

7.2





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Developer	SCEE
Publisher	SCEE, (au) SCE Australia
Release date	(eu) March 14, 2008
Genre	Trivia
Mode	1-8 Players

Buzz! The Pop Quiz is the seventh game in the Buzz! series. The game is sold both with and without these 'Buzz! Buzzers'. Contestants must answer questions on categories within the world of nineties and noughties pop music spread over eight rounds including five new rounds. The rounds feature regular questions, as well as pictures and video clips.

"mobygames.com"

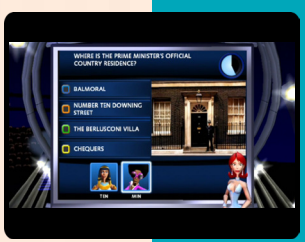
Buzz! The BIG Quiz

7.0

Developer	Relentless Software
Publisher	SCEE
Release date	(eu) March 17, 2006
Genre	Trivia
Mode	1-8 Players

Buzz!: The BIG Quiz is the second in the Buzz! series. Initial promotional material had it named Buzz!. The format is essentially that of the original: Buzz!: The Music Quiz. However, The Big Quiz covers an extensive range of general knowledge questions, including geography, history, sport, television, movies, as well as music.

The game received a "Platinum" sales award from the ELSPA in the UK.



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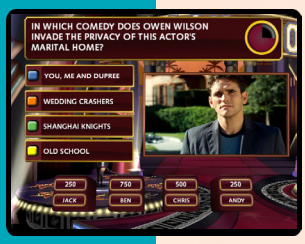
Buzz! The Hollywood Quiz

7.7



N P

Developer	Relentless Software
Publisher	SCEE, (au) SCE Australia, (us) SCEA
Release date	(eu) October 19, 2007
Genre	Trivia
Mode	1-8 Players

Buzz!: The Hollywood Quiz is the fifth installment in the Buzz! series. There are two games available in the single player mode, which are Time Builder, where answering questions will gain time in the final round, and Hotseat, where players must answer as many questions as they can, using the time they accumulated in Round 1. To gain points, players must bank when appropriate. If they get a question wrong, they lose all the points they did not bank.

Buzz! The Mega Quiz

7.5

N P

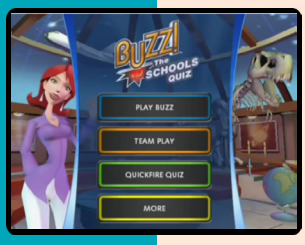
Developer	Relentless Software
Publisher	SCEE, (us) SCEA
Release date	(eu) April 27, 2007
Genre	Trivia
Mode	1-8 Players

Buzz!: The Mega Quiz released as Buzz! The Maha Quiz in India is the fourth game in the Buzz! series. Buzz! The Mega Quiz has over 5,000 questions. A single-player mode is also available.

Along with Buzz! Junior: Jungle Party, this was one of the first Buzz games released in North America, also the first game in the series to have a 12+ rating by PEGI.

Buzz! The Schools Quiz

7.0



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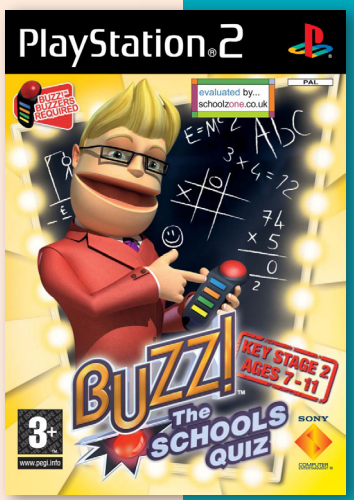
Developer	Relentless Software
Publisher	SCEE
Release date	(eu) January 11, 2008
Genre	Trivia
Mode	1-8 Players

Buzz! The Schools Quiz is the sixth game in the Buzz! series. The game was developed in partnership with the Department for Education and Skills and expert educational consultancy Schoolzone for use in both classrooms and at home. Players answer questions on different subjects taken from the Key Stage 2 National Curriculum, aimed at children from age's seven to eleven.

"mobygames.com"



Buzz! The Music Quiz

6.5

Developer Relentless Software
Publisher SCEE
Release date (eu) October 21, 2005
Genre Trivia
Mode 1-4 Players

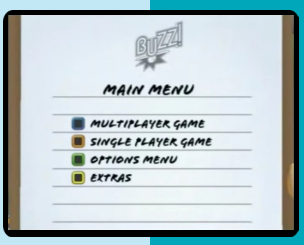
Buzz!: The Music Quiz is the first in the Buzz! series. The game was part of Sony's "Fire It Up" campaign, which also includes the EyeToy and SingStar systems.

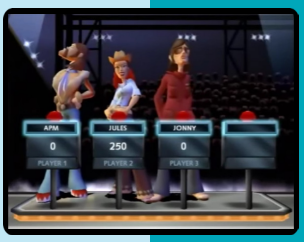
Players can choose from 16 different contestants to suit that persons personal music taste. These include a pop diva, a rocker, a punk, an Elvis and a disco dude. These characters resemble famous pop musicians such as Gwen Stefani, Liam Gallagher and Geri Halliwell and Bob Marley.

There are over 1,000 music clips, all of which are international chart-toppers from the 1950s through to 2005 and over 5,000 questions to test a players knowledge, either by playing solo in a fast paced single-player mode or with friends/family in the multi-player game. None of the music clips are original recordings.

Players can also choose to play in short bursts, or over a longer period. All wins and losses can be saved to Memory cards for players to refer to at a later date.

The game received a "Platinum" sales award from the ELSPA, indicating sales of at least 300,000 copies in the United Kingdom.





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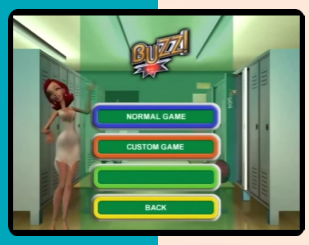
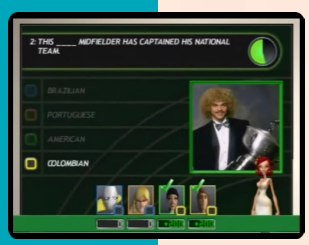
Buzz! The Sports Quiz

6.6





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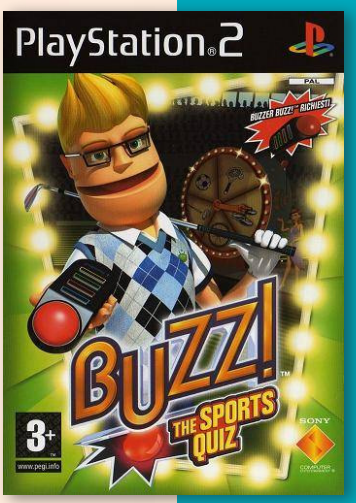
Developer Relentless Software
Publisher SCEE, (au) SCE Australia
Release date (eu) November 10, 2006
Genre Trivia
Mode 1-8 Players

Buzz!: The Sports Quiz for the PlayStation 2, is the third game in the Buzz! series. The player can choose from 16 contestants to play as, all representing different sports. There is a rugby player, a skier, a sumo wrestler, a volleyball player, a shot-putter, an ice hockey player, a Football player, a basketball player, a tennis player, a darts player, a racing car driver, an American football player, a boxer, a cricket player, a horse rider and a golfer. There are also three costumes to choose from for each. Players can choose from a short game, standard game, long game or a custom game.



PS2
PlayStation 2

C@M-Station

J

Developer	Arduc
Publisher	Arduc
Release date	(jp) April 28, 2005
Genre	Miscellaneous
Mode	1 (-4) Players

Cam Station is a video chat and pachinko variety software for the Japanese PlayStation 2. PS2 owners use the EyeToy camera and a web connection to connect to people online. Modes include: My Home Private Chat, Video Chat (multi-room), Voice Chat for up to four people, online minigames, and video mail and voice mail services.

"ign.com"

Cabela's: Legendary Adventures

7.1

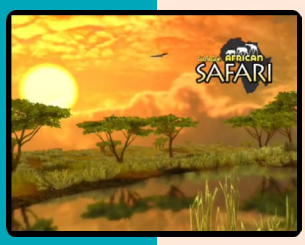
Developer	Sand Grain Studios
Publisher	Activision
Release date	(us) September 17, 2008
Genre	Sports
Mode	1 Player

Players embark on hunting expeditions in search of legendary trophy animals in the different hunting locations. Environments like the Yukon Territory and the Rocky Mountains are free-roaming - the hunter must adapt to the terrain, track animal behaviour, and master precision firearms. The title focuses on ten big game species including White-Tailed Deer, Brown Bear and Elk, but there is also a variety of species of small game.

N

Cabela's African Safari

7.3



N P

Developer	FUN Labs
Publisher	Activision Value, (au) Activision
Release date	(us) October 17, 2006
Genre	Sports
Mode	1 Player

Players hunt in 5 different countries like South Africa, Namibia, Botswana, Zimbabwe and Mozambique, each with their own challenges and perils.

Each stage has five hunts, from tracking several small game, one big trophy game, bird hunting, herd hunting, in which players sit in the back of a jeep and try to bring down a trophy animal in the midst of a herd, and finally the Trophy Hunt.

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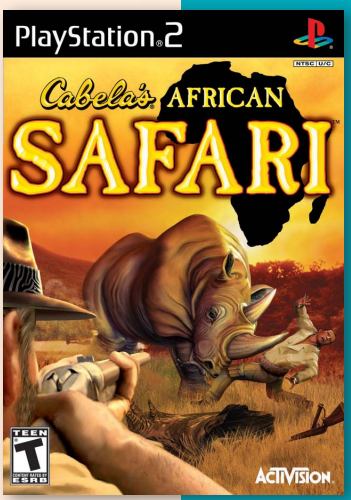

Cabela's Alaskan Adventures

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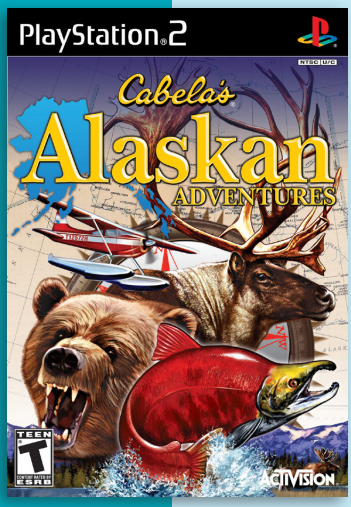


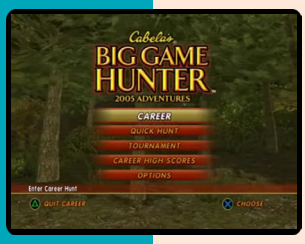
Developer	FUN Labs
Publisher	Activision
Release date	(us) September 19, 2006
Genre	Sports
Mode	1 Player

The game features twelve different maps including Alaska and numerous bears such as the grizzly bear, black bear, glacier bear and polar bear. Other hostile animals include coyote, wolverine, lynx, Arctic wolf, gray wolf, musk ox, bison and Roosevelt elk. Yukon moose and mountain goat are available to hunt as well as Dall sheep, stone sheep, and Sitka deer. Birds include Canada goose, spruce grouse, and ptarmigan.

N P

Cabela's Outdoor Adventures

8.5



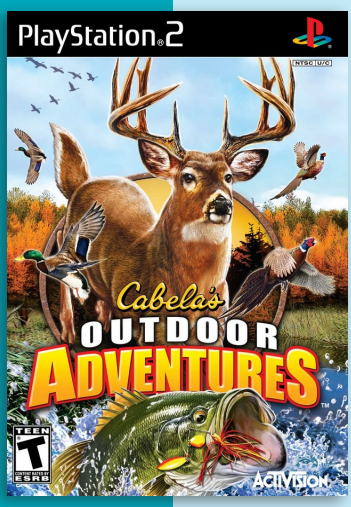
N P

Developer	Sand Grain Studios
Publisher	Activision, (eu) Zoo Digital Publishing
Release date	(us) September 14, 2005
Genre	Sports
Mode	1 Player

The game gives players the ability to drive vehicles, fish, and hunt. There are 11 locations, 32 animals to hunt and harvest, and several thousand Cabela's gear options. Some of the animals in the game include white-tailed deer, mule deer, brown bear, black bear, moose, coyote, bobcat, lynx, javelina, and raccoon.

Cabela's Outdoor Adventures

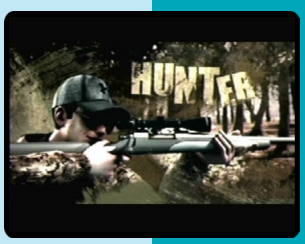
7.0



Developer	Sand Grain Studios
Publisher	Activision
Release date	(us) September 9, 2009
Genre	Sports
Mode	1 Player

Cabela's Outdoor Adventures is the name of this title - which could be confusing, since that same title was used for a multi-platform release just a few years before.

The game is action oriented where players can play for short periods of time and still see a lot of action, instead of sitting around and waiting for hours for bucks and birds to wander by.



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Cabela's Dangerous Hunts

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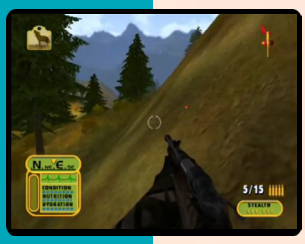
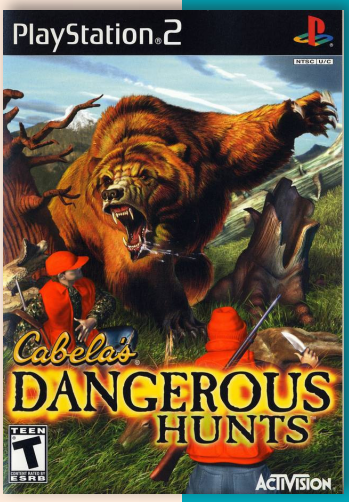


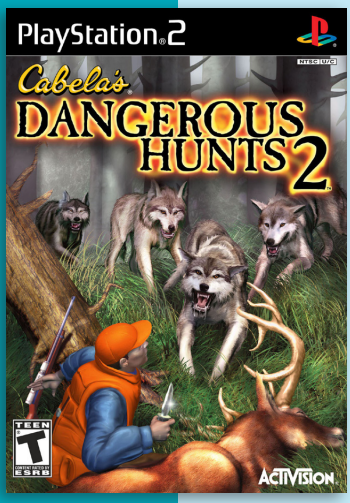
N P

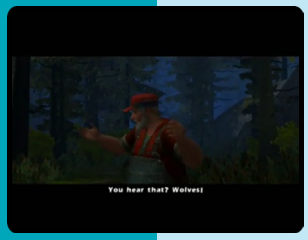
Developer	Sand Grain Studios
Publisher	Activision Value, (eu) Zoo Digital Publishing
Release date	(us) November 11, 2003
Genre	Sports
Mode	1 Player

Cabela's Dangerous Hunts is a first-person shooter in which the player goes on hunting trips. The game features several game modes, such as Career Mode, which allows the player to create a profile and then customize their stats, age, and appearance. During hunts, there are penalties for killing non-game animals, which will result in failing. Terrain is another thing the player must pay attention to. Falling into deep streams or off of high ledges can result in an injury and failing the hunt. Aggressive animals such as bear, cape buffalo, and leopard will attack the player, which too results in injury and failure. The player also has an energy limit. After a while of hunting, the player will become tired and need to slow down. This effect can be reduced by carrying lighter equipment and conserving energy.



Cabela's Dangerous Hunts 2





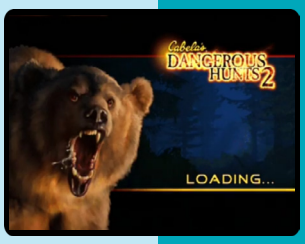
Developer	Sand Grain Studios
Publisher	Activision
Release date	(us) November 16, 2005
Genre	Sports
Mode	1 Player

As opposed to previous games, Cabela's Dangerous Hunts 2 is more focused on survival rather than hunting. The player takes the role of a famous hunter travelling through many different types of terrain, trying to find out who or what killed his best friend. As with the first game, the hunter has a limited amount of energy and can be injured, which results in failure. There are many weapons, including handguns, rifles, shotguns, knives and machetes. The game also includes many different animals including a boss, the Yeti.

Unlike the first game, this one has only the story mode. During the plot, players are supposed to shoot all 80 stumps in order to unlock a "surprise," which has never really been identified by players, even after completing the difficult task.

The game received "mixed or average reviews" on all platforms according Metacritic.

6.3



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Cabela's Dangerous Hunts 2009

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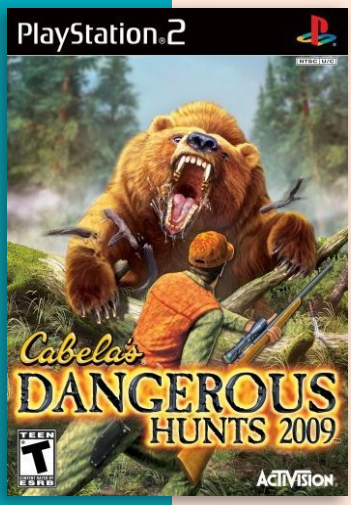


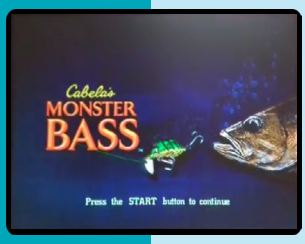
Developer	FUN Labs
Publisher	Activision
Release date	(us) September 23, 2008
Genre	Sports
Mode	1 Player

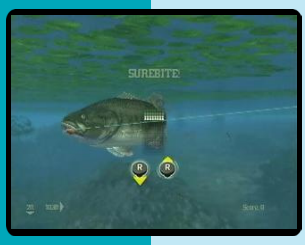
The game puts the player in the shoes of Flint Abrahams, a famous hunter who travels around the world in search of hunting challenges. The player spends much time exploring the wilderness looking for traces of prey. Because they can be hard to make out, a Hunter's Sense is included to reduce the world to grayscales and make animals stand out. The game however maintains an arcade approach.

N P

Cabela's Monster Bass

6.8





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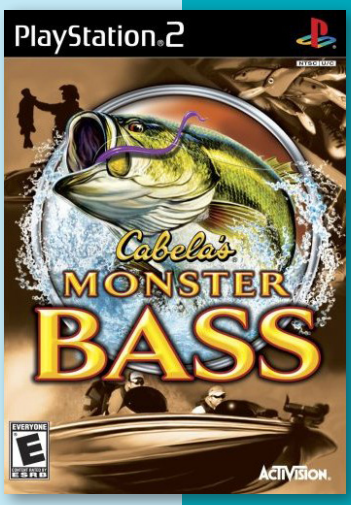
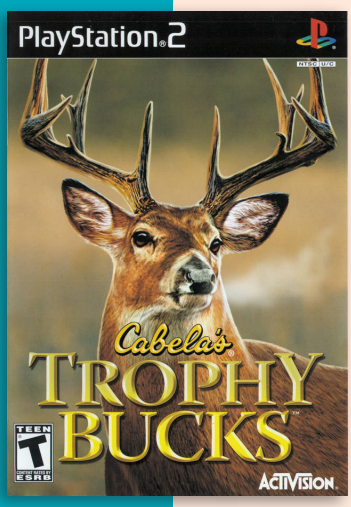
Developer	Sand Grain Studios
Publisher	Activision
Release date	(us) November 19, 2007
Genre	Sports
Mode	1 Player

Cabela's Monster Bass is based on the fishing and hunting retailer. The main objective of the game is to catch "The Monster Bass". There are over 500 locations across North America to fish from, and they all have different kinds of fish. Players can also battle world record trophies for the largest fish, from the smallest fish to the largest. The game plays like most other Cabela fishing games, and strives to be just like real life.



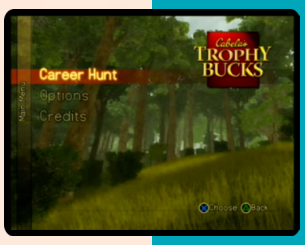
Cabela's Trophy Bucks

4.5



Developer	Sand Grain Studios
Publisher	Activision
Release date	(us) September 19, 2007
Genre	Sports
Mode	1 Player

Cabela's Trophy Bucks has the player travel to 24 different hunting hot spots in North America. There are 96 different hunting missions to hunt in as well as 24 different hunting competitions to compete in. There are also five different career hunting slams where players hunt several different species in the course of a week. Players can also use authentic Cabela's equipment, ranging from tree stands, buck and doe calls.



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Cabela's Big Game Hunter

5.9

Developer	Sand Grain Studios
Publisher	Activision
Release date	(us) November 26, 2002
Genre	Sports
Mode	1 Player

Cabela's Big Game Hunter takes the player to six international hotspots in an attempt to acquire prize big game trophies such as grizzly bears, mountain lions, elk, moose, caribou, etc.

Authentic Cabela's equipment can be used such as clothing, tree and ground stands, lure attractants and calls as well as powerful weaponry consisting from rifles to shotguns and pistols.

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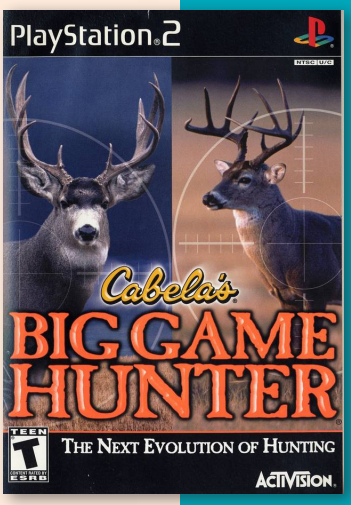

Cabela's Big Game Hunter 2005 Adventures

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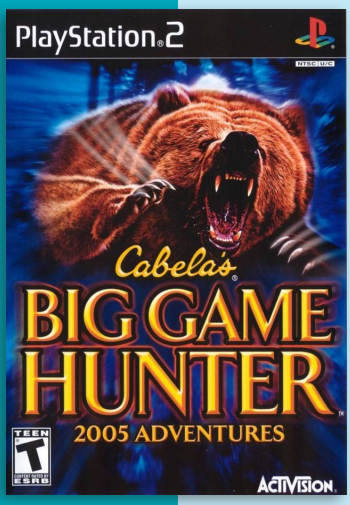


Developer	Sand Grain Studios
Publisher	Activision, (eu) Activision Value
Release date	(us) November 10, 2004
Genre	Sports
Mode	1 Player

In the Career mode, players progress through six regions, each with several sub-levels. The regions are: Forest, Marsh, Desert, Prairie, Mountain, and Tundra. Each sublevel has a specific animal to hunt, though some animals are hunted multiple times on separate occasions, and occasionally the player will encounter other objectives within a level.

Cabela's Big Game Hunter

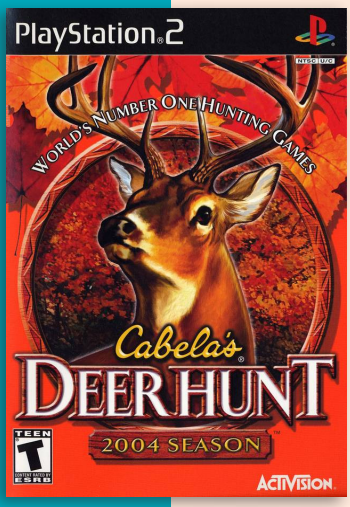
6.1

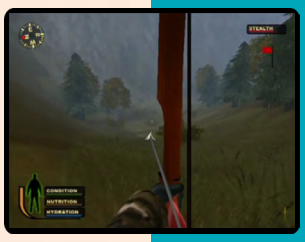
Developer	Activision
Publisher	Activision
Release date	(us) November 6, 2007
Genre	Sports
Mode	1 Player

In this game, players hunt deer, moose and elk. The majority of time is spent sitting in one spot waiting for that one prize buck to wander aimlessly into sight. The game feature exploration, where players are able to chart out their own hunting ground and find where the animals are hiding.

Cabela's Deer Hunt: 2004 Season

6.0





Developer	Sand Grain Studios
Publisher	Activision
Release date	(us) August 27, 2003
Genre	Sports
Mode	1 Player

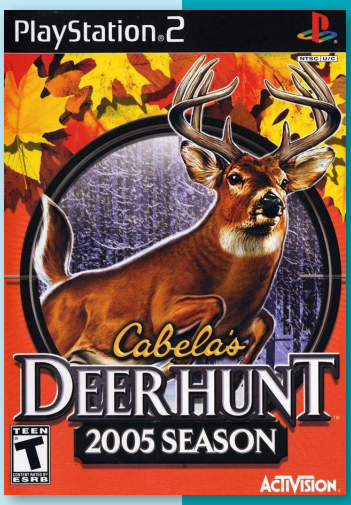
As its name states, the game mostly revolves around hunting down and killing different species of deer in large, mountainous environments. There are several ways to hunt down the deer, including using a tree stand and waiting for them, tracking it down by examining its footprints, and by using callers and feeders to lure them to the player.

Cabela's Deer Hunt: 2005 Season

6.3

Developer	Sand Grain Studios
Publisher	Activision
Release date	(us) August 26, 2004
Genre	Sports
Mode	1 Player

This sequel to Cabela's Deer Hunt 2004 Season have much bigger levels with more trees and vegetation, as well as better animal AI. It feature 18 new missions and clay shooting challenges. The game feature 9 deer species across North America.



Cabela's North American Adventures

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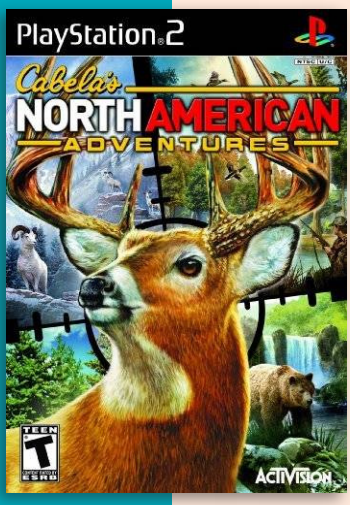

Developer	FUN Labs
Publisher	Activision
Release date	(us) September 14, 2010
Genre	Sports
Mode	1 Player

In Cabela's North American Adventures players search for trophy game is captured on film as an expert cameraman records their adventures. Players have to wait for the right gun or bow shot opportunity; they must make sure the cameraman perfectly frames the action. Players hunt more than 30 game species across ten North American regions from Alaska to Mexico.

4.0

Cafe Lindbergh: Summer Season

Developer	Princess Soft
Publisher	Princess Soft
Release date	(jp) March 31, 2005
Genre	Adventure
Mode	1 Player

Based on a PC title, this boy love boy game includes six male characters, including a new character called Shouta Takayama. Players select one of the characters to start off their adventure, then converse their way into the hearts of the other characters, eventually pairing up with one of them. The game feature over 50 different endings.

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6.3

Cafe Little Wish: Mahou no Recipe

Developer	Princess Soft
Publisher	Princess Soft
Release date	(jp) May 29, 2003
Genre	Visual novel
Mode	1 Player

The game is about a starving young man who enters a small restaurant called Cafe Little Wish. After eating, he discover he doesn't have any money. He tries to escape but is thwarted by the waitresses. It's later revealed he's an amnesiac who doesn't even know his own name. In a gesture of pity and generosity, the owner hires him to work off his debt.

7.0

Cake Mania: Baker's Challenge

Developer	Coresoft
Publisher	Destineer
Release date	(us) October 17, 2008
Genre	Puzzle
Mode	1 Player

This is part of the Cake Mania series of cooking and time management games. The player controls Jill, a baker. Customers come in and line up, giving Jill their orders. The player must then direct Jill to create the cake each customer wants, hopefully before the customer becomes tired of waiting and leaves. Jill can use other items such as cupcakes and a television to help keep her customers patient while they wait.

Call of Duty: Finest Hour

Developer	Spark Unlimited
Publisher	Activision, (jp) Capcom
Release date	(us) November 16, 2004
Genre	First-person shooter
Mode	1 (2-16) Player

Call of Duty: Finest Hour is the first console installment of Call of Duty. Although it is based on the original Call of Duty for Windows, it has a different storyline and acts as a side-story/expansion of the main game. It features six intertwined stories and battles based on real events from the perspective of soldiers on each side of the allied campaign (U.S., British, and Soviet). The game has online multiplayer support, with up to 16 players per session.

In the Soviet campaign, the player first controls Private Aleksandr Sokolov. Sokolov participates in The Battle of Stalingrad following Sergeant Oleg Puskov.

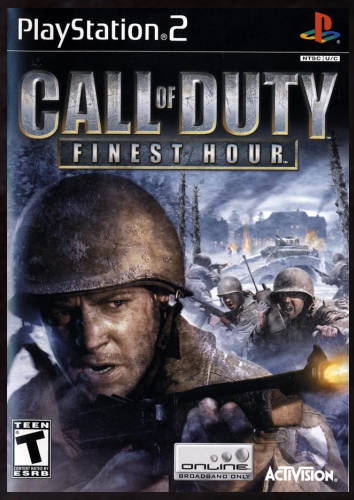
The British campaign follows Edward Carlyle. Carlyle embarks on a night raid in Matmata with a commando team led by Sergant Starkey to storm a German fortress destroy a fuel depot.

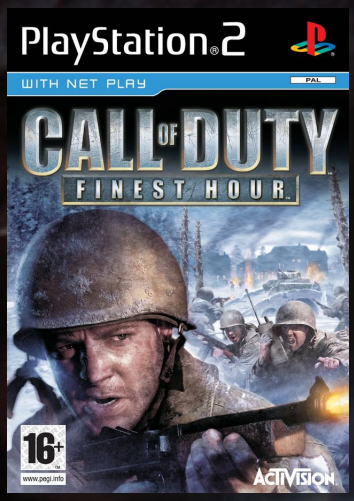
The American campaign follows Sergeant Chuck Walker. The first three missions concentrate on the capture of Aachen, with Chuck protecting the tank column along the way. After the capture of Aachen, the story shifts focus to M4 Sherman tank commander Sam Rivers, a young African-American who fends off Germans around the town of Tillet.

By July 2006, the PlayStation 2 version of Finest Hour had sold 1.2 million copies and earned $45 million in the United States. Next Generation ranked it as the 41st highest-selling game launched for the PlayStation 2, Xbox or GameCube between January 2000 and July 2006 in that country. Combined sales of Call of Duty console games reached 4 million units in the United States by July 2006. The PlayStation 2 version also received a “Platinum” sales award from the ELSPA, indicating sales of at least 300,000 copies in the United Kingdom.

The game received mixed to positive reviews. IGN states that despite its portrayal of a good shooter, it is still stuck between realism and over-the-top antics, the graphics have been criticized as being very ordinary along with the effects being disappointing and the sound was also found to be out of place in some areas of the game.

7.6





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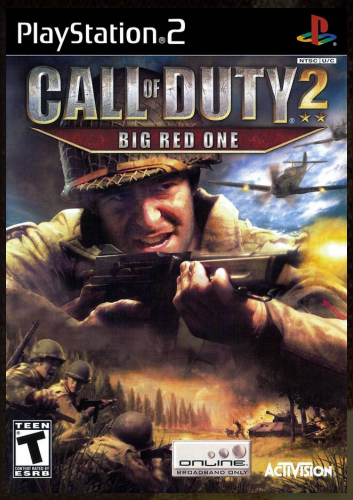
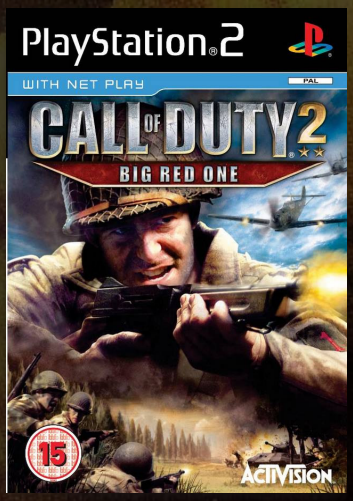
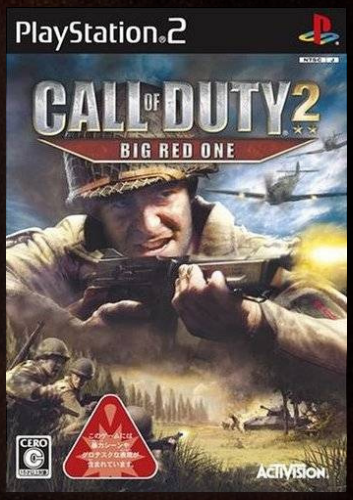
7.7

Call of Duty 2: Big Red One







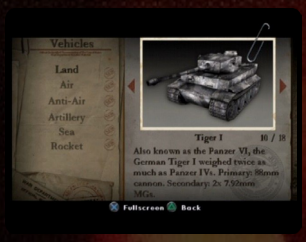
Developer	Treyarch
Publisher	Activision, (jp) Konami
Release date	(us) November 1, 2005
Genre	First-person shooter
Mode	1 (2-16) Player

Call of Duty 2: Big Red One is a side-story/expansion of the original game Call of Duty 2, which was released on PC and Xbox 360 in the same year.

Big Red One differs from other games in the Call of Duty franchise in that it focuses on a single Allied formation in World War II: the U.S. Army's 1st Infantry Division, which goes by the nickname Big Red One due to their unit patch which features a large, red number one. The game covers the division's part in the North Africa Campaign, the invasion of Sicily, the landing on Omaha Beach in Europe and moving east, and eventually crossing the Siegfried Line into Germany. Each chapter is book-ended with period footage from the Military Channel, with voiceovers courtesy of Mark Hamill (who appeared in the Sam Fuller film The Big Red One), imitating a World War II documentary.

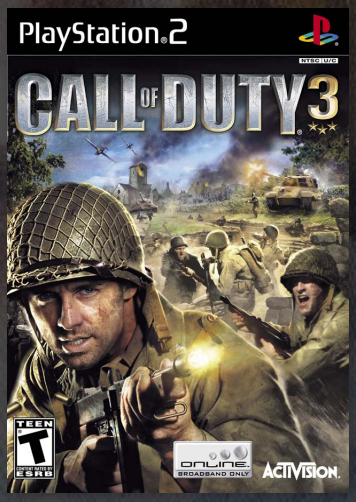
The game features several actors from the HBO miniseries Band of Brothers, including Michael Cudlitz, James Madio, Frank John Hughes, Richard Speight, Jr., Ross McCall, Rick Gomez, and Rene Morono. The box cover features actor Stephen Saux. The story and characters were written by Aaron Ginsburg and Wade McIntyre.

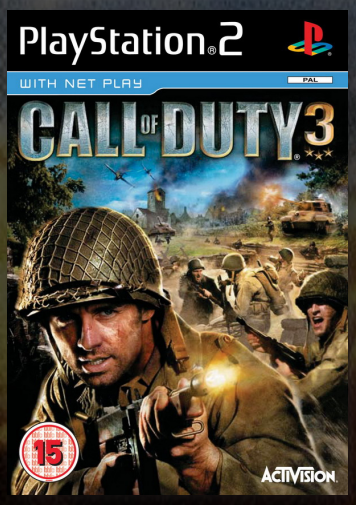
The game has a single-player story mode and a multiplayer mode. The player can crouch and lie prone, and is able to scale low walls and other obstacles. Two firearms can be carried, which can be swapped with those left on the battlefield, and both fragmentation and smoke grenades can also be carried. A gun's iron sights can be used to aim more accurately. A compass on the HUD shows both allies and enemies, and objective markers to indicate locations the player must reach, areas to defend, or enemy cannons or tanks that the player must plant explosives on to disable. Emplaced weapons such as machine guns and flak cannons are available in some locations to take out enemy forces. In addition, some missions place the player in control of a tank. It is also important for scouting, though most of the game takes place in personal, close combat situations reducing the importance of this tactic.



Call of Duty 3

8.2





Developer Treyarch
Publisher Activision
Release date (us) November 7, 2006
Genre First-person shooter
Mode 1 (2-16) Player

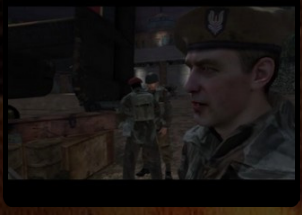
Call of Duty 3 is the third major installment in the Call of Duty series. It was a launch title for the PlayStation 3 and Wii in North America, Europe and Australia.

The single player is modeled after the Normandy breakout, where the British, Canadian, Polish, American, and French Resistance forces pushed into the village of Chambois, France, also known as the Falaise Gap. Unlike most other games in the Call of Duty series, the events in Call of Duty 3 are based on a single combined campaign, with the player being switched between the four armed forces – U.S. Army, British SAS, Canadian Army, and the Polish 1st Armoured Division – and their respective characters for each leg of the story. There are 14 campaign missions in total, with cinematics to link between each one. Each mission also contains various action sequences where players have to input button commands, whether arming a bomb, or fighting off a melee ambush. In addition, some missions also include multiple choices in routes to completing an objective.

Call of Duty 3 was unveiled by Activision shortly before E3 2006. It was revealed that Treyarch would be developing the title (their second in the series after Call of Duty 2: Big Red One) which was set to release later that year. The game would be running on Treyarch's own internal engine, NGL. It was the only major Call of Duty installment not to be released for personal computer platforms (though ports were planned yet cancelled) and the only numerical sequel to date to have been a console-exclusive game alongside Big Red One and Call of Duty: Finest Hour.

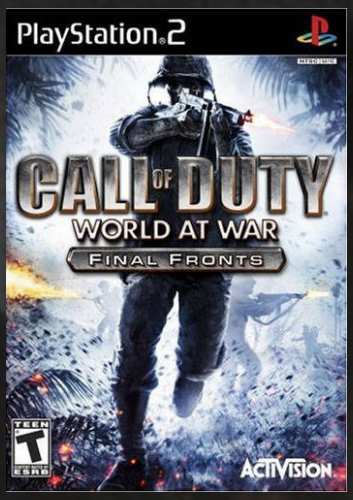
In an interview with Video Gamer, Call of Duty: World at War senior producer, Noah Heller, revealed the team had eight months to develop Call of Duty 3.

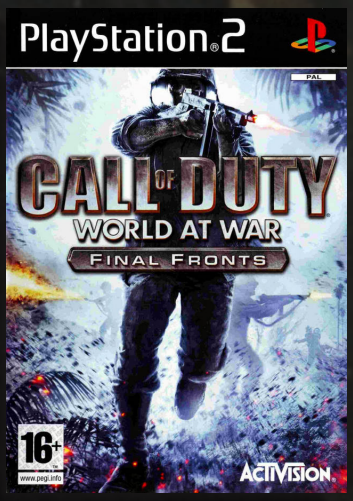
The game won various awards from publications for best shooter and sound design. Institutes such as The Academy of Interactive Arts and Sciences awarded the game for Outstanding Achievement in Sound Design in 2007.



5.4

Call of Duty: World at War - Final Fronts



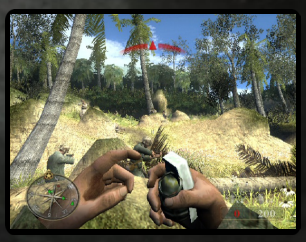


Developer	Rebellion
Publisher	Activision
Release date	(us) November 10, 2008
Genre	First-person shooter
Mode	1 Player

Call of Duty: World at War – Final Fronts is the 2008 PlayStation 2 counterpart to Call of Duty: World at War (PS3, etc.). It has its own set of missions involving the U.S. fighting in the Pacific theater and the Battle of the Bulge in Europe, as well as the British advancing on the Rhine River into Germany. This version features 13 missions.

The game focuses on single-player campaigns, as it has no multiplayer. The game is set in World War II. The player can carry two guns at one time, as well as grenades. Levels are played with a team of soldiers from both Britain and the U.S, that assist the player by killing enemies and completing objectives. The game has been criticised by some critics for the poor AI, which is evident when friendly soldiers push the player out of cover and into the enemy line-of-fire.

The Game has 4 campaigns: War in the Pacific, Winter Offensive, Victory in Europe, and Victory in the Pacific. The player takes on the role of a Marine in the Pacific campaigns and both British and American soldiers in the European campaign. The War in the Pacific and Victory in the Pacific Campaigns see Private Joe Miller (a reference to World at War protagonist C. Miller) and his fellow soldiers Sgt. Roebuck and Pvt. Polonsky (also in World at War) fight their way through Japanese defenses on Guadalcanal, Betio, Saipan, and Okinawa. The Winter Offensive and Victory in the Europe campaigns have three protagonists: Pvt. Lucas Gibson of the US 80th Infantry Division of George S. Patton's Third Army, Pvt. Tom Sharpe of the British 6th Airborne Division, and Gunnery Sergeant Alex McCall of the US 4th Armored Division. The Winter Offensive campaign sees the Americans and British move to relieve the city of Bastogne (while the 80th take Ettelbruck in Luxembourg), and the Victory in Europe campaign sees the British 6th Airborne Division capture the town of Weser during Operation Varsity and the Americans capture Adolf Hitler's birthplace of Braunau-am-Inn in Austria.



Cambrian QTS: Kaseki ni Nattemo

8.5

Developer	Tenky
Publisher	Global A
Release date	(jp) December 11, 2003
Genre	Adventure, Simulation
Mode	1 Player

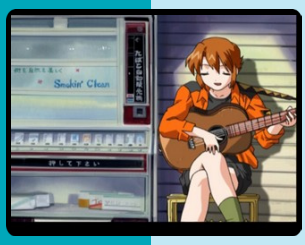
Cambrian QTS - Kaseki ni Nattemo is an adventure game about strange female human-like creatures that is commercialize as pets. The new specie grow into an aquarium filled with special seawater, as they grow hatched from an egg.

During the day the player can talk to various people in the town, the school, or home, while caring for his mini-girl pet.

J

Canaria

6.8



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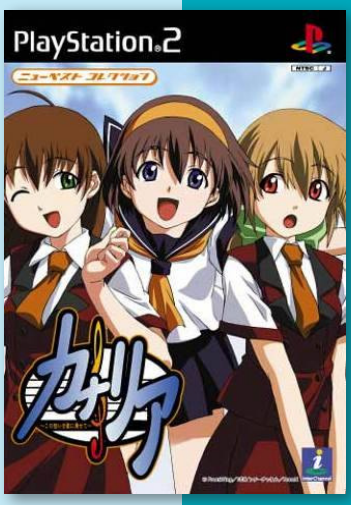
Developer	Front Wing, Hunex
Publisher	NEC Interchannel
Release date	(jp) April 10, 2003
Genre	Visual novel
Mode	1 Player

Canary (Kanaria ~kono omoi o uta ni nosete) is a port of an eroge game made by Front Wing. The player take the role of a young man who moves to Shikoku, to live in Kagawa prefecture with his uncle who runs a sound studio. Attending the Kotohira Middle School as a student with an ear for music, the player engages in interaction with seven female students who play in the school band.

"psxdatacenter.com"



Card Captor Sakura: Sakura-Chan to Asobo!

6.6

Developer	NHK
Publisher	NHK
Release date	(jp) December 2, 2004
Genre	EyeToy
Mode	1 Player

Card Captor Sakura: Sakura-Chan to Asobo! is an EyeToy game built around the girl anime/manga series. Gameplay features several minigames, plus the ability for players and friends to pose for pictures with characters from the series.

J

Canvas

6.4

J

Developer	Cocktail Soft
Publisher	NEC Interchannel
Release date	(jp) April 10, 2003
Genre	Visual novel
Mode	1 Player

The player takes the role of Asou Daisuke, a high school student and a gifted artist - but he is currently suffering from a creative block, which keeps him from painting. His childhood friend who loves him deeply, persuades him to do a portrait of Kimikage Yurina, a girl with a heart condition, before Yurina undergoes surgery. In the process of rediscovering his art, Daisuke also realises the love that he and Amane feel for each other.

Canvas 2

7.6

Developer	Kadokawa
Publisher	Kadokawa
Release date	(jp) January 26, 2006
Genre	Visual novel
Mode	1 Player

The main character of Canvas 2: Niji-Iro no Sketch is Kamikura Hiroki, who lives with his younger cousin Elis. Hiroki is training to become a full-fledged art teacher while also trying to take care of Elis. When his childhood friend Kiri starts working at the school, drama begins to flare as he has to juggle his work, private life, and the feelings for these two important girls.

J

Canvas 3: Tanshoku no Pastel

7.1

J

Developer	GN Software
Publisher	GN Software
Release date	(jp) September 17, 2009
Genre	Visual novel
Mode	1 Player

The player character made a promise with his father that if he don't manage to get the first prize at the art competition, he will abandon his dream to become an artist and return to general studies. This visual novel centers around the art school and, of course, many beautiful girls that just happen to be his classmates.

"mobygames.com"

Cardinal Arc: Konton no Fuusatsu

7.0

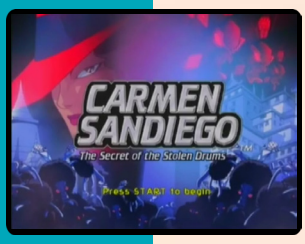
Developer	Idea Factory
Publisher	Idea Factory
Release date	(jp) August 7, 2003
Genre	Strategy, Board
Mode	1-2 Players

Cardinal Arc, released by Factory, is a card-based RPG. In the game, players take the role of Gallahad who must battle against Heaven and Hell to win as many cards and take over as much territory as he can. The game also feature a two-player versus mode.

J

Carmen Sandiego: The Secret of the Stolen Drums

5.3



Developer	Artificial Mind and Movement
Publisher	Bam Entertainment
Release date	(eu) March 5, 2004
Genre	Action-adventure
Mode	1 Player

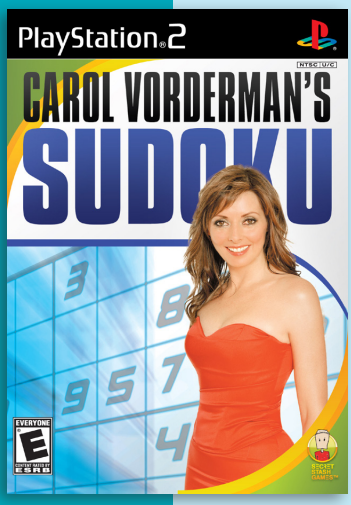
This game is the first in the Carmen Sandiego series to give the player complete control of a character in a 3D world. The game consists of exploring nine different locales all over the world from New York to Thailand. Each locale is broken down into several areas. Each area has different items to collect. The main items to collect are compasses.

"mobygames.com"

N P

Carol Vorderman's Sudoku

7.5



Developer	Atomic Planet Entertainment
Publisher	Xplosiv, (us) Eidos Interactive
Release date	(eu) August 25, 2006
Genre	Puzzle
Mode	1-2 Players

This is a simulation of a sudoku game. Included is a classic mode, four arcade modes centered around accuracy and speed, and career and Challenge Carol modes that ask players to complete increasingly difficult puzzles in a time limit. Classic and arcade modes have four difficulty levels for puzzles. Stats are tracked across games, and are saved to memory card.

"mobygames.com"

N P

Cars

7.1

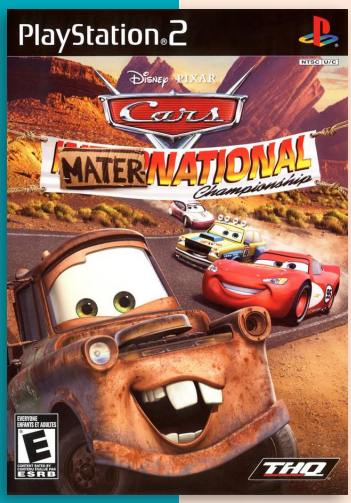
J N P

Developer	Rainbow Studios
Publisher	THQ, (us) SCEA
Release date	(us) June 6, 2006
Genre	Racing
Mode	1-2 Players

Cars is set in the fictional town of Radiator Springs, where it takes place after the movie, the player must compete in 30 races to help Lightning McQueen win his first Piston Cup. The game takes place in an open world environment in the vein of Need for Speed and Midnight Club and features ten playable characters from the film, all voiced by the original voice talent. The game also features a number of minigames.

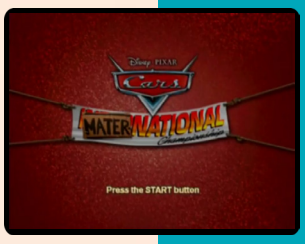
Cars Mater-National Championship

6.7



Developer	Rainbow Studios
Publisher	THQ
Release date	(us) October 29, 2007
Genre	Racing
Mode	1-2 Players

Cars: Mater-National is another game adaptation of the animated feature film Cars. It features 13 characters in total, 3 areas and the following modes: In Story Mode, players take the role of Lightning McQueen. Players can look around the levels, talk with other cars or enter races to earn points that can be expend to unlock new characters and other staff.



N P

Cars Race-O-Rama

5.4

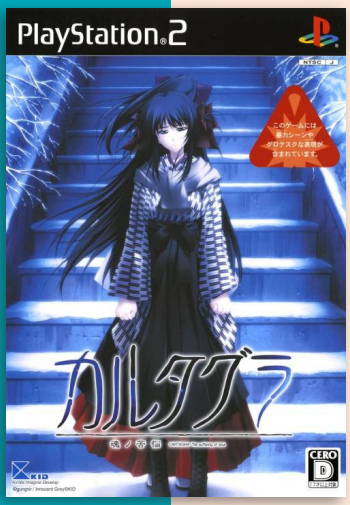
N P

Developer	Incinerator Games
Publisher	THQ
Release date	(us) October 12, 2009
Genre	Racing
Mode	1-2 Players

This game features five nonlinear open worlds, including Radiator Springs. In each area McQueen can participate in multiple race types, including circuit races, relay, and point-to-point. Some events allow the player to control other characters, such as the forklift Guido in events known as Guido Kart. During these events the player participates in combat racing similar to that found in the Mario Kart series.

Cartagra

7.4



Developer	Kid, Innocent Grey
Publisher	Kid
Release date	(jp) December 15, 2005
Genre	Visual novel
Mode	1 Player

In Cartagra players take the role of Takashiro Shugo, an ex-police officer that is now unemployed and freeloading at a brothel. As the story starts off, a missing persons case is dumped onto him. The person he is supposed to find is Kohzuki Yura. A girl he had an intimate relationship with before being sent off to war. While all this is being played out, a series of brutal killings occur in the background.

J

Captain Scarlet

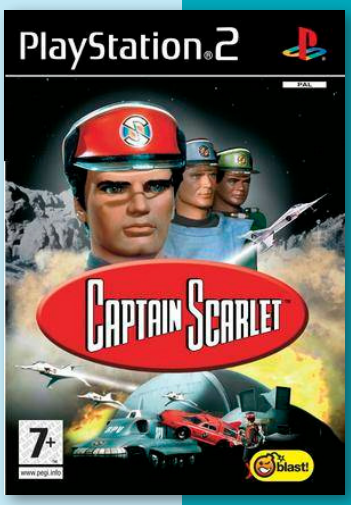
3.3

Developer	Brain in a Jar
Publisher	Blast! Entertainment Ltd.
Release date	(eu) December 5, 2006
Genre	Racing, Action
Mode	1 Player

Captain Scarlet is a 3D racing/shooter game based on the TV series Captain Scarlet and the Mysterons (1967-1968). In the game captain scarlet takes on missions to thwart the plans of the evil aliens, Mysterons. These missions include escorting V.I.P.s, rescuing Captian Blue, destroying a bomb truck and delivering supplies in time.

P

"Mobygames.com"



Captain Tsubasa

7.9

Developer	Natsume
Publisher	Namco Bandai Games
Release date	(jp) October 19, 2006
Genre	Sports
Mode	1-2 Players

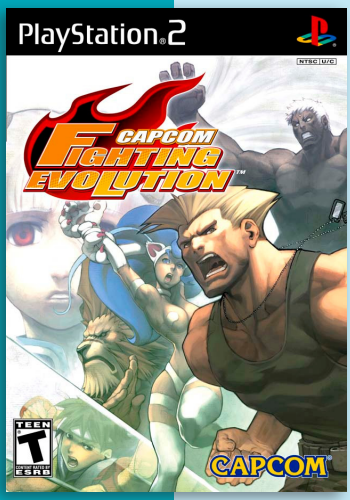
Captain Tsubasa is based on the original anime series, wich Tsubasa Ozora plays for the Nankatsu team. Players can also play a part of the OVA Shin Captain Tsubasa that takes place in the Word Europe Sub-16 Championship. The gameplay is based on a menu system that allows players to give commands for their teamates in specifics situations, but they can only control the captain of their team.

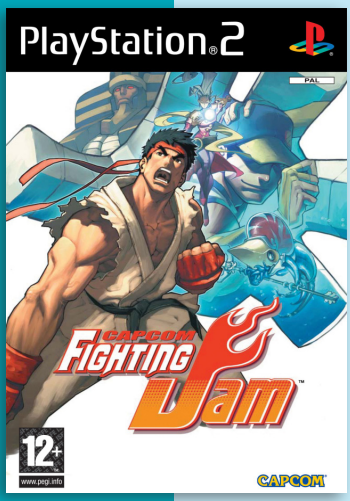
"pcsx2.net"

J

Capcom Fighting Evolution

5.7





J N P

Developer	Capcom
Publisher	Capcom, (us) SCEA
Release date	(us) November 16, 2004
Genre	Fighting
Mode	1-2 Players

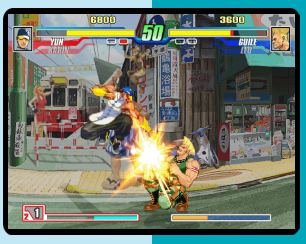
Capcom Fighting Jam, also released as Capcom Fighting Evolution, is a 2004 head-to-head fighting game from Capcom. It was originally released as a coin-operated arcade game for the Namco System 246 hardware and ported to the PlayStation 2 and Xbox.

The game features characters from the Street Fighter II, Street Fighter Alpha, Street Fighter III and Darkstalkers series, as well as the single game Red Earth. There are four selectable characters representing each series, excluding original character Ingrid and the boss characters Pyron and Shin Akuma. Each character uses a fighting system from the game which determines the techniques they can use and their super move gauge. Ingrid uses her unique fighting style with her own techniques, for a total of six fighting styles.

The game consists of two-on-two endurance-style matches similar to that of Rival Schools: United By Fate.

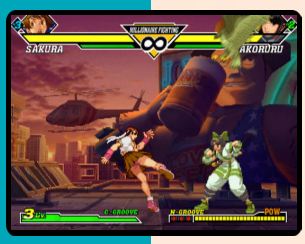
The game generally wasn't well received because all of the characters, except Ingrid, were copy-and-pasted from their respective games (the Street Fighter II characters were taken from Capcom vs. SNK 2), but with drastically cut-down animation frames. Comparisons were instantly drawn to the similar Vs. Marvel and SNK series of games, and the gameplay of this newest fighter seemed to lack the finesse of previous games. Many series favorites such as Ken, Sagat and Morrigan were also relegated to background appearances or cameos in the endings, which did little to aid the game's popularity. The game also received criticism that certain moves that the characters originally had were not available to the player, which led to some backlash from fans of the games.

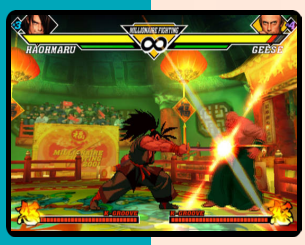
Producer Yoshinori Ono has admitted that the game was essentially a salvaged version of Capcom Fighting All-Stars, and has also stated how the crossover, mechanics, and inclusion of the various gameplay systems inherent to each series lead to balancing problems. Ono also said that he replaced another producer who had been in charge of the game's creation before leaving during the middle of its production.

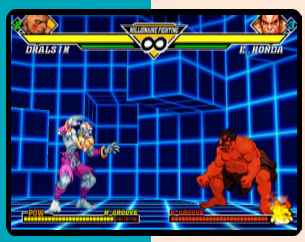


Capcom vs. SNK 2: Mark of the Millennium 2001

8.1







Developer	Capcom
Publisher	Capcom, (us) SCEA
Release date	(jp) September 13, 2001
Genre	Fighting
Mode	1-2 Players

Capcom vs. SNK 2: Mark of the Millennium 2001, known in Japan as Capcom vs. SNK 2: Millionaire Fighting 2001, is the sequel to the fighting game Capcom vs. SNK. It was originally released on NAOMI hardware in arcades. As in the original, players select a team of fighters from various Capcom and SNK games then fight other teams, winning each battle by defeating all the opponents from the other team.

Aspects of the first game were tweaked, including the Ratio system. In contrast to the fixed system of the original, players can now freely select characters and assign each of them a number from one to four (or "Ratio") determining their relative strength, adding up to a maximum team ratio of four. Teams can now consist of a maximum of three characters, as opposed to four in the first game. Additional characters were added, including more characters from Capcom and SNK titles outside of the Street Fighter and King of Fighters series, for a total of 48. The Groove system from Millennium Fight 2000 has been augmented to include four new systems of play based on various Capcom and SNK fighting games. In addition, the number of buttons has been increased from the Neo Geo standard of four to the six button system first seen in Capcom's Street Fighter.

The game was initially ported to the Sega Dreamcast, followed by a version for the PlayStation 2. The Nintendo GameCube and Xbox received an updated version titled Capcom vs. SNK 2 EO, with the "EO" referring to "Easy Operation", a game option intended for novices to the game. The PS2 version was later released on PlayStation Network in July 2013.

AllGame gave the PS2 version a score of three stars out of five, saying, *"Those who haven't played a fighting game in a long time might also be impressed, but the weak visuals will be a major turnoff for the average gamer."* In Japan, Famitsu gave it a score of 35 out of 40 for the Dreamcast and PS2 versions, and 31 out of 40 for the GameCube version.

J N P

Capcom Classics Collection

7.8

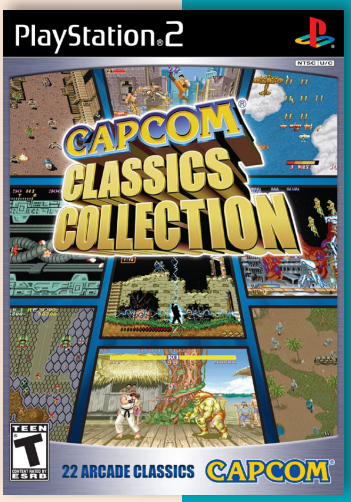
J N P

Developer	Digital Eclipse
Publisher	Capcom
Release date	(us) March 2, 2006
Genre	Compilation
Mode	1-2 Players

The game is a compilation of 22 of Capcom's games from its arcade catalog. Also featured are concept artwork and other special features to enhance the experience of revisiting these classics.

The games included are:

- 1942
- 1943
- 1943 Kai
- Bionic Commando
- Commando
- Exed Exes
- Final Fight
- Forgotten Worlds
- Ghost 'N Goblins
- Ghouls 'N Ghosts
- Gun.Smoke
- Legendary Wings
- Mercs
- Pirate Ship Higemaru
- Section Z
- Son son
- Street Fighter 2
- Street Fighter 2 Hyper Fighting
- Street Fighter 2 C.E.
- Super Ghouls' N Ghosts
- Trojan
- Vulgus



Capcom Classics Collection Volume 2

7.4

Developer	Digital Eclipse
Publisher	Capcom
Release date	(us) November 24, 2006
Genre	Compilation
Mode	1-4 Players

This collection contains 20 original Capcom titles. It is a selection of the new games from Capcom Classics Collection Remixed (PSP), the three new games from Capcom Classics Reloaded (PSP) and two games (Super Street Fighter II Turbo and Tiger Road) that did not appear in a Capcom Classics collection before. The games are upscaled from their original resolutions with anti-aliasing, showing soft images with blurry details.

Some of the games included are:

- 1941: Counter Attack
- Avengers
- Black Tiger
- Block Block
- Captain Commando
- Eco Fighters
- King of Dragons
- Knights of the Round
- Last Duel
- Magic Sword
- Mega Twins
- Side Arms Hyper Dyne
- The Speed Rumbler
- Street Fighter

N P

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Step back into the golden age of arcade gaming in Capcom® Classics Collection. 22 of the most amazing arcade hits spanning nearly a decade of gaming history now on one disc.

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T — Violence

XBOX PlayStation.2 CAPCOM

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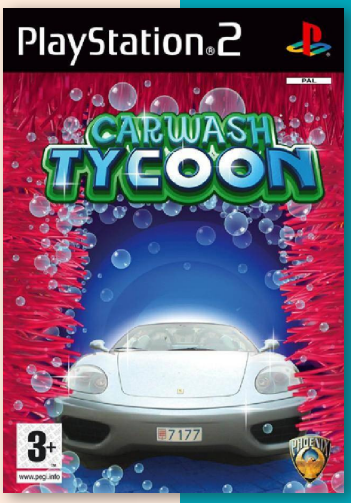
Carwash Tycoon

5.7

Developer	Aqua Pacific
Publisher	Phoenix Games
Release date	(eu) September 29, 2006
Genre	Strategy, Simulation
Mode	1 Player



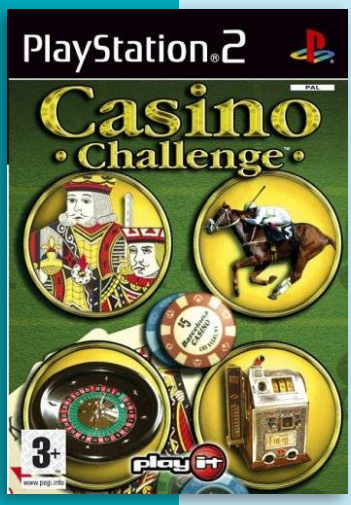
Car Wash Tycoon is one of the few Phoenix Games titles not based on a movie or a rip-off of another game.

As the owner of a carwash franchise, it's the players job to hire or fire staff, direct customers into the wash bays, splash out on advertising and make sure they've got enough cash to pay wages and rent.

"gamesasylum.com"

Casino Challenge

7.2



Developer	Aqua Pacific
Publisher	Play It!
Release date	(eu) January 16, 2004
Genre	Gambling
Mode	1-4 Players

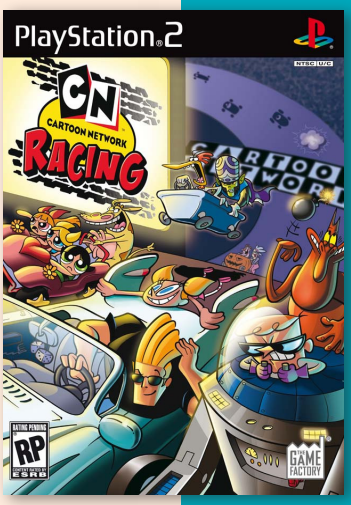
Casino Challenge is a compilation of mini casino games. The player starts a game with £100 stake money and gambles away on either Horse-racing, Blackjack, Roulette or Slot Machines. The game has sixteen avatars to choose from and the player's winnings are ranked against the remaining fifteen in a league table.

"mobygames.com"

Cartoon Network Racing

3.9

Developer	Eutechnyx
Publisher	The Game Factory
Release date	(us) December 4, 2006
Genre	Racing
Mode	1-2 Players

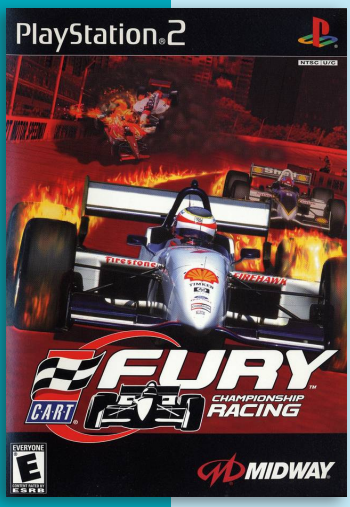


The gameplay is similar to Nintendo's Mario Kart: Double Dash, but the characters and racetracks are from Cartoon Network's original animated television series. The six series featured are Courage the Cowardly Dog, Cow and Chicken, Dexter's Laboratory, I Am Weasel, Johnny Bravo, and The Powerpuff Girls.

The game also feature a gallery that contains two cartoons for each show.

CART Fury Championship Racing

5.8



Developer	Gratuitous Games
Publisher	Midway
Release date	(us) May 25, 2001
Genre	Racing
Mode	1-2 Players

CART Fury is one of Midway's more realistic arcade racing titles. It features the Championship Auto Racing Teams license, championship drivers including Jimmy Vasser and Michael Andretti, and actual CART race courses such as Chicago Motor Speedway and Surfers Paradise, Australia. The game is similar to the Cruis'n and Thunder series with its checkpoints and fantasy tracks.

N P

Cart Kings

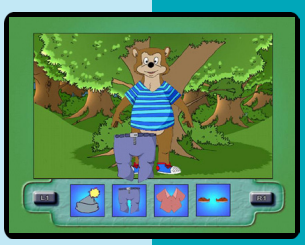
Developer	Gameshastra Inc.
Publisher	SCEE
Release date	(as) August 3, 2011
Genre	Racing
Mode	1 Player

Cart Kings is a India exclusive game for the PlayStation 2 and PSP in which players can race around bullock carts, ridden by characters from Indian Tinkle comic. Players race around different landmarks strewn across India. The game is a product of SCEE and ACK Media who are the owners of Tinkle, Amar Chitra Katha Karadi and other children's brands.

P

Cartoon Kingdom

5.3



Developer	Phoenix Games
Publisher	Phoenix Games
Release date	(eu) 2007
Genre	Action
Mode	1 Player

Just like many other of Phoenix Games releases, this one is a rehash of games like Animal Soccer World and Son of the Lion King. However, this one feature characters from many of seperate titles, and is essentially 5 games in one. From the start menu players select which theme they prefer, and then the main games will revolve around that theme.

P

"RetroDetect@youtube.com"

Casper and The Ghostly Trio

2.0

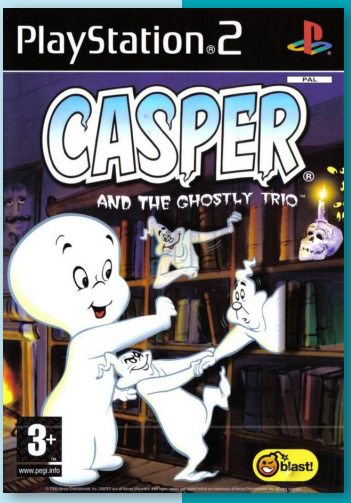
P

Developer	Data Design Interactive
Publisher	Blast! Entertainment Ltd
Release date	(eu) February 10, 2007
Genre	Action-adventure
Mode	1 Player

Casper and The Ghostly Trio is a 3D platform game. Casper's uncles Fatso, Stinkie and Stretch have kidnapped his friend Wendy the Good Little Witch. They plan on misusing her magic to rule over Ghostland.

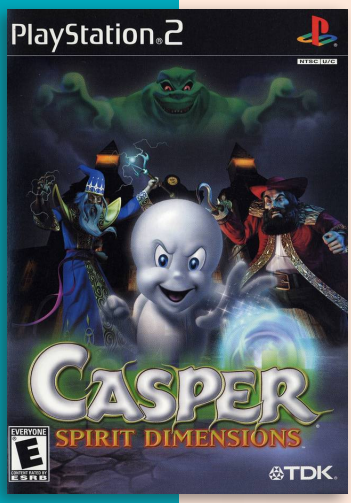
In the game the player takes control of Casper and explores the six levels in search of Wendy. Gameplay includes platforming as well as collecting four key in each map.

"mobygames.com"



Casper Spirit Dimensions

5.8



Developer	Lucky Chicken
Publisher	TDK Mediactive
Release date	(us) September 30, 2001
Genre	Action-adventure
Mode	1 Player

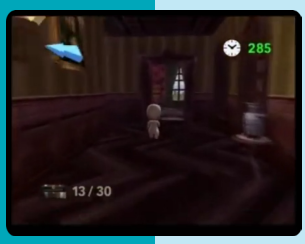
Players, as Casper, have the ability to fly around 3D worlds, blasting enemies with his range attacks and collecting pick ups to enhance them. There are also simple collection and navigation puzzles. The game has 16 levels and 4 bosses leading up to the final battle with his nemesis Kibosh.

In the game, Casper has to stop Kibosh, who has taken over the spirit world (home of all the ghosts) and is amassing an army to invade the real world.

N P

Casper's Scare School

4.4



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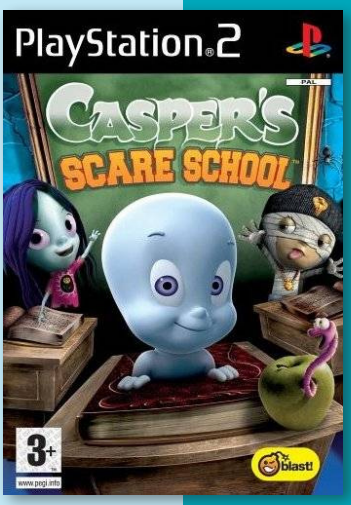
Developer	Blast! Entertainment Ltd
Publisher	Blast! Entertainment Ltd
Release date	(eu) February 1, 2008
Genre	Action, Racing
Mode	1-2 Players

The first game in the Casper's Scare School series is a 3D game racing game with six levels. The plot of the games involve Casper the Friendly Ghost who having been sent to "Scare School" by his three uncles, must thwart plots by the school bully Thatch the Vampire's plan to turn all the characters to stone, stop Casper helping his classmates or stealing all the glory in the school sports day.



Castle Fantasia

7.7

Developer	Kadokawa Shoten
Publisher	Kadokawa
Release date	(jp) February 24, 2005
Genre	Adventure, Tactical role-playing
Mode	1 Player

Castle Fantasia: Erenshia Senki Plus Stories, a remake of a PC game released in 2000, is the third game in the Castle Fantasia series.

The game is set in Erencia Kingdom after an invasion by the Illumina Kingdom. Faizeru, son of the Erencia Kingdom consul, has returned as the leader of Fenrir, the best mercenary group in the continent. As he land at the harbour of the occupied hometown and is asked to join a rebel group.

J

Castle Fantasia: Arihato Senki

6.0

J

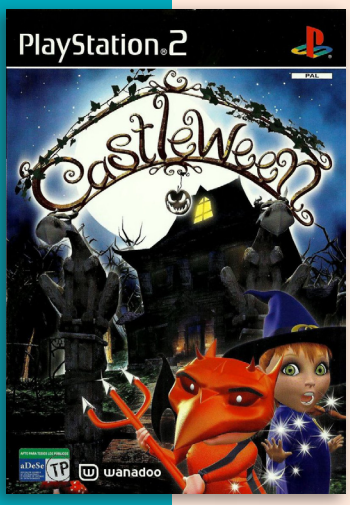
Developer	GN Software
Publisher	GN Software
Release date	(jp) August 9, 2007
Genre	Adventure, Tactical role-playing
Mode	1 Player

This is the PS2 port of Castle Fantasia - Seima Taisen, the second in the three-part Japanese tactical RPG game series. The game contains the additional “Arihato Senki” route and also new CGs.

Players take the role of Hewie, commander of the seventh holy knight corps. He has a keen mind for strategy and tactics, however, his laid-back attitude causes him to be kept in a low regard by his commanding officers, friends and subordinates.

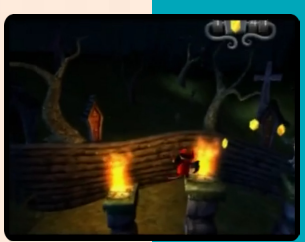
Castleween

6.6



Developer	Kalisto
Publisher	Wanadoo, (jp) MTO
Release date	(eu) November 29, 2002
Genre	Action
Mode	1 Player

In Castleween, also known as Spirits and Spells, the player takes the role of the two kids Alicia and Greg. The player can switch instantly between the two characters which is often needed to progress in the game: both have distinct advantages and disadvantages. Alicia is disguised as a witch, is invulnerable to ice and can shrink herself. Greg on the other hand is the master of fire, is disguised as imp and has a super jump.



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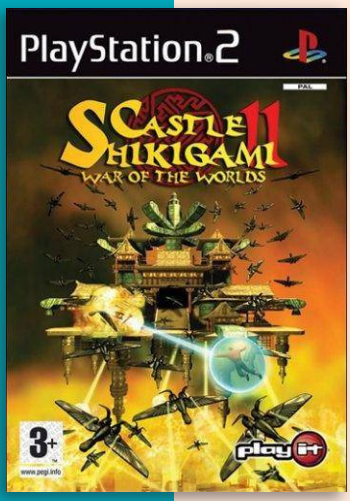
Castle Shikigami 2



J N P

Developer	Alfa System
Publisher	XS Games, SCEA, (jp) Taito, (eu) Play It!
Release date	(jp) January 29, 2004
Genre	Shooter
Mode	1-2 Players

Castle Shikigami 2 is a vertical scrolling shooter originally developed for the Sega NAOMI arcade system board.

The game mechanisms are generally carried over from the original Shikigami No Shiro, with the addition of more playable characters. The game consists of five stages, each with two parts, with a boss at the end of each part.

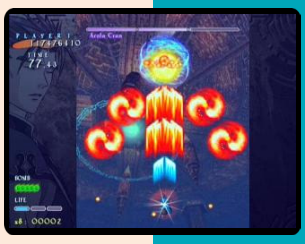
Each character has a primary weapon, used by tapping or holding one firing button; holding the button for more than a few seconds, however, will switch to the character's secondary "Shikigami" weapon. This tends to be more powerful, but limited in range or utility, and also slows character movement. Each character's weapons are different, sometimes dramatically, in terms of pattern and power; in addition, each Shikigami weapon is available in one of two modes, chosen at the start of each new game. Bombs are also available, and each character's bombs function differently as well.

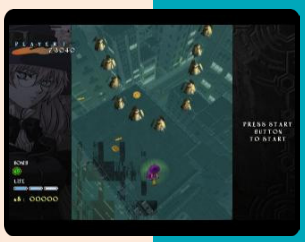
The leveling up of weapons from the original game is the only mechanic eliminated in the sequel. Five difficulty levels are available, for both the regular game and the "extreme mode", in which enemies release additional fire when destroyed.

An alternate soundtrack, "S2MIX", consisting of rearranged music tracks from the first game, is also available; the original soundtrack has been completely replaced with brand new tracks in the PAL PS2 release, for undisclosed reasons.

The American release, Castle Shikigami 2, was known for its Engrish dialogue, produced as a result of overly literal translation combined with stilted and generally unemotional voice acting. The dialogue for every character and two-character combination was dubbed into English. Dialogues are not available at all in the PAL release.

The limited edition of the PlayStation 2 port included a figurine of Fumiko, and the limited edition of the Nintendo GameCube port included a figurine of Niigi and Neko, her cat.





Charlie and the Chocolate Factory

3.5

Developer	High Voltage Software
Publisher	Global Star Software, (eu) 2K Games
Release date	(us) July 11, 2005
Genre	Action-adventure
Mode	1 Player

The main part of the game takes place in Willy Wonka's chocolate factory where the Oompa Loompas help the player through each level. By giving them commands Charlie finishes each challenge and progresses through the game. Each Oompa Loompa specialises in different tasks, such as harvesting, welding, and electrical work.

N P

Charlotte's Web

5.9

Developer	Atomic Planet Entertainment
Publisher	Blast! Entertainment Ltd
Release date	(eu) April 5, 2007
Genre	Mini-games
Mode	1 Player

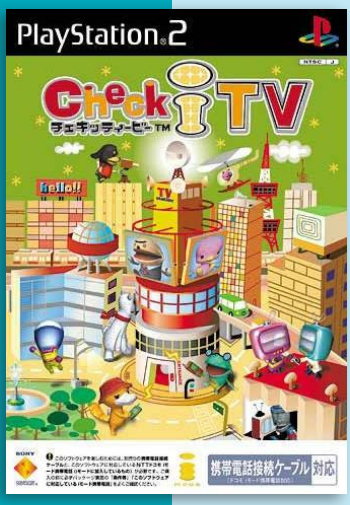
Charlotte's Web is a collection of minigames based loosely around the story of the film with the farmyard serving as a central hub that the player returns to after each minigame. In total there are 19 minigames, in which the player is given control of 1 of the 3 main characters from the film; Wilbur the Pig, Templeton the Rat and Charlotte herself.

P

"mobygames.com"

Check-i-TV

5.0



Developer	SCEI
Publisher	SCEI
Release date	(jp) April 26, 2001
Genre	Miscellaneous
Mode	1 Player

Check-i TV was developed with a partnership with SCEI and NTT DoCoMo's cellular telephones. The Check-i TV service was an attempt by SCEI to build an online community for PS2 users through services like interactive chat, movie and entertainment reviews and scheduling.

J

"pcworld.idg.com"

"Konami's classic adventure series looks drop dead gorgeous in 3D and plays brilliantly." *PSM*

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BAPTIZED IN BLOOD, A FAMILY'S TRAGIC DESTINY IS BORN.

At the dawn of the second millennium, the first Belmont makes the ultimate sacrifice. And the destiny of a bloodline is decided. From the creators of Castlevania® Symphony of the Night™ and completely reinvented for its 3D debut on PlayStation®2, Castlevania® Lament of Innocence™ reveals the true origins of the vampire-hunting Belmonts and their tireless quest for Vlad Dracula. A thousand years ago, a legend was indeed born. And the dying hasn't stopped since.

Castlevania® Lament of Innocence™

"The visuals at work here are simply magical." - *PLAY* "What does it actually feel like to play? Damned fun." - *EGM*

MATURE 17+ M Blood Violence ESRB CONTENT RATING www.esrb.org

PlayStation.2

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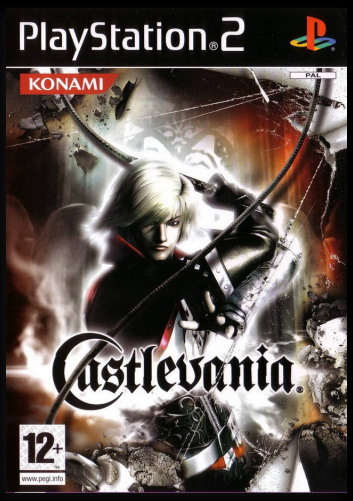

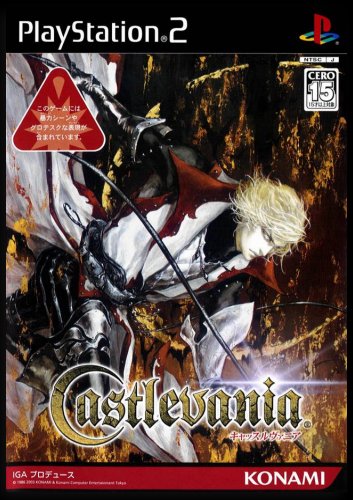

JNP

Castlevania: Lament of Innocence

Developer	KCET
Publisher	Konami, (us) SCEA
Release date	(jp) November 27, 2003
Genre	Action-adventure
Mode	1 Player

Belonging to Konami's Castlevania series, it is the first installment of the series on the PlayStation 2 and the third to make use of a 3D style of gameplay. It is also the first installment in the series to feature the franchise's modern logo.

Lament of Innocence takes place in the Castlevania series. Set in 1094, it focuses on the origins of the series' premise—the eternal conflict between the vampire hunters of the Belmont clan and the immortal vampire Dracula. Lament of Innocence follows Leon Belmont as he searches a vampire's castle in search of his kidnapped betrothed.

The objective of Lament of Innocence is to lead the protagonist Leon Belmont through the monster-filled castle as he searches for his kidnapped beloved. Exploring the castle is an open-ended task, with puzzles, concealed items and rooms, and bosses. A room near the castle's entrance contains portals to the five main areas, all of which are accessible from the beginning. After Leon defeats each area's boss, the final area becomes unlocked. Health restoratives and items to improve gaming statistics such as strength and defense can be purchased with in-game money from a shop on the castle grounds.

For his primary weapon, Leon makes use of the Whip of Alchemy given to him by the shopkeeper Rinaldo. Later on, Leon can acquire three more whips, each guarded by an elemental boss: the Ice, Lightning, and Fire Elemental Whips. Near the end of the game, his Whip of Alchemy turns into the more destructive Vampire Killer. In addition, Leon can combine one of five sub-weapons—a knife, an axe, a cross, a crystal, and holy water—with one of seven orbs to form a special attack. Over the course of the game, he will learn special techniques and magic attacks as well.

Two additional player characters can be unlocked: the new character Pumpkin and Joachim, a vampire who appeared earlier in the game as a boss. Pumpkin makes use of Leon's whip as the primary weapon and only one sub-weapon, has all whip and defensive skills prelearned, and does more damage than Leon. In contrast, Joachim uses five flying swords as his primary weapons; he lacks an inventory and the ability to use relics and purchase items from Rinaldo's shop. However, Joachim has access to two magic attacks in the place of sub-weapons.

Directed by Koji Igarashi, Lament of Innocence was unveiled at the 2003 Electronic Entertainment Expo. The game's title in Japan, simply Castlevania, was meant to reflect the fact that Igarashi intended Lament of Innocence to be a new starting point for the series. Envisioning the concept of the game as possessing *"fully connected rooms,"* Igarashi found that this hindered the map's accessibility and made the puzzles more difficult to solve. He then divided the map into separate ones for each area and "*[kept] the puzzles contained within each area.*"

While Igarashi *"extended a 2D game style into 3D"*, the 3D environment proved to be quite

different, possessing less precision. According to Igarashi, the 2D games proved easier to create, as the player could easily understand all elements of the 2D game, such as the location of the monster and where the player character should run or attack. Despite these trade-offs, he enjoyed that the 3D graphics contributed to creating a *"reality-based environment"* in gaming. The team completed Lament of Innocence, with time left over to further refine the balance of the game's elements; as a result, the game became progressively difficult as the team grew accustomed to it, according to Igarashi. Promotion for the game in Japan included pop singer Sonim dressed as its protagonist.

Lament of Innocence continues the style begun in Symphony of the Night (PlayStation, 1997), with Ayami Kojima as illustrator and Michiru Yamane as composer. Although Castlevania installments typically feature many arrangements of music that had appeared in earlier games, Igarashi limited the number of arrangements that could appear in Lament of Innocence to one or two, because the game served as the origins of the series. Yamane made use of a wide range of styles, including dance music, solos on the piano, instrumental arias, and industrial rock.

The Japanese limited edition contained bonus content: a painting by Kojima, a calendar, and a music CD.

The game mostly had generally favorable reviews. Edge stated: *"While it's not as cleverly structured as the pinnacle of the series, 'Symphony of the Night,' it resurrects that game's hallmarks of seductive exploration and satisfying topographical progress. It breathes new life back into one of videogaming's oldest franchises."* Play wrote: *"A bold success as an incendiary action game, brilliantly nuanced in its mechanics and full of atmospheric appeal. And it's also a fantastic version of Castlevania... My criticism comes, mostly, from imagining the triumphant possibilities a Castlevania adventure holds."* According to Game Informer, the game *"[a]lmost feels like an exercise (albeit a beautiful-looking one) exploring many of the franchise's classic components. But the end result just proves that Castlevania is more than a set of ideas, it's a gameplay experience that remains not fully realized."* Conversely, Jeremy Jastrzab of PALGN wrote in an unfavorable review: *"If you want to walk around a large repetitive castle, Castlevania: Lament of Innocence will do the job for you."* Game Informer's Tim Turi felt that it was a *"decent action game for its time"* though he also felt it was too linear and wasn't worthy enough to be a Castlevania game.

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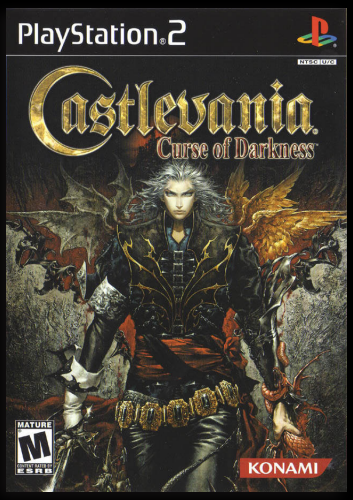
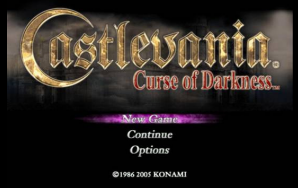


J N P

Castlevania: Curse of Darkness



Developer	Konami
Publisher	Konami
Release date	(jp) November 24, 2005
Genre	Action-adventure
Mode	1 Player

Curse of Darkness is set in the year 1479, three years after the events of Castlevania III: Dracula's Curse. Though defeated by vampire hunter Trevor Belmont, Dracula's curse continues to ravage the European countryside, spreading disease, mob violence, and heresy in its wake. Amidst all this devastation is Hector, a Devil Forgemaster who had formerly worked under the employ of Dracula but betrayed him sometime during the events of Castlevania III. Eventually growing disgusted with Dracula's brutal methods, Hector leaves Castlevania and relinquishes his powers to live amongst humans, settling down to live a peaceful life. When Hector's fiancée Rosaly is accused of witchcraft and burned at the stake, Hector learns that her murder was directed by his rivalrous Devil Forgemaster, Isaac. Seeking revenge, Hector chases his former colleague back to his old home, and back to the demonic life he believed he had left behind him.

Being a 3D game like Lament of Innocence before it, Curse of Darkness differs from its predecessor in a number of ways. It includes a more complex, action/adventure style of gameplay, much like Symphony of the Night and Aria of Sorrow. Hector is not a member of the Belmont clan, so he does not use the "Vampire Killer" whip; instead he has the ability (much like Alucard and Soma Cruz) to equip a variety of different weapons ranging from swords (both one handed and two handed), spears, axes (also both one handed and two handed), brass knuckles and an extra type called special weapons (which varies from tonfas to gatling guns). However, there is an extra gameplay mode after finishing the game that allows players to play as Trevor Belmont, equipped with the "Vampire Killer" and the subweapons which are the knife, axe, holy water, cross, and stopwatch. The battle system is somewhat similar to that of Dynasty Warriors, whereas one button is used for standard combo attacks, and a secondary button is used for stronger "finishing attacks" after a singular standard attack or a combo of standard attacks. As the player acquires progressively stronger weapons throughout the game, the number of standard and finishing attacks the player can perform increases accordingly. Each different weapon type has a different set of combos that can be performed.

Departing from the central hub level layout of Lament of Innocence, wherein the player chooses from a number of distinct stages all accessible from a central hallway, Curse of Darkness features a more complete game world with a complete castle map as in Symphony of the Night. However, the game still uses the same map engine as Lament of Innocence, rather than the square-based grid of 2D Castlevanias. Furthermore, a noticeable difference in level design is that much of the game does not take place in Dracula's castle, but rather exploring forests, mountains, temples, aqueducts, ruins, and villages in Europe. The player will be also aided by "Innocent Devils", which are demonic creatures made by Hector himself through the Devil Forgery

skill, in order to defeat enemies and solve puzzles within the game. They're similar to Alucard's Familiars in Symphony of the Night, however they level up and evolve together with Hector. The Innocent Devils (commonly referred as I.D.'s) come in 6 different types. Each I.D. gives specifics bonuses to Hector's stats.

The player can get the Moai statue. This item can only be obtained if the player has a cleared save file of Castlevania: Lament of Innocence on their memory card.

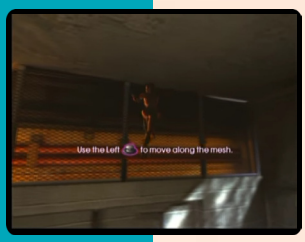
It was again produced by Koji Igarashi (also known as IGA), who has worked on several other games in the Castlevania series, including Castlevania: Symphony of the Night, Castlevania: Aria of Sorrow and Castlevania: Lament of Innocence. Also returning are series artist Ayami Kojima and composer Michiru Yamane.

Michiru Yamane once again composes the music. Guitars, which were omitted from Lament of Innocence's score, have returned in Curse of Darkness. There was a sampler given away as a bonus to anyone who pre-ordered a copy of Castlevania: Curse of Darkness from supporting retailers.

The game was generally well received, generating mid to high review scores. Common praises often go to the game's battle system – which as stated by IGN *"...can offer up a fairly wide variety of skirmishes and strategies..."* -, the Innocent Devil system and musical score. Common criticisms of the game go to the game's environments, which have generally been considered dull and repetitive. X-Play gave Curse of Darkness a 3 out of 5 while IGN gave it a 7.8, or "Good" rating. GamePro Magazine gave the game a 4.0 out of a 5.0 fun factor, stating that it was a game that got more intriguing as it goes on. GameSpot rated it 6.8, saying it looked good and had solid controls, but the level design was *"monotonous"*. Game Informer's Tim Turi felt that it was "decent" but did not feel like it captured the *"overall style and atmosphere"* of other Castlevania games.

Catwoman

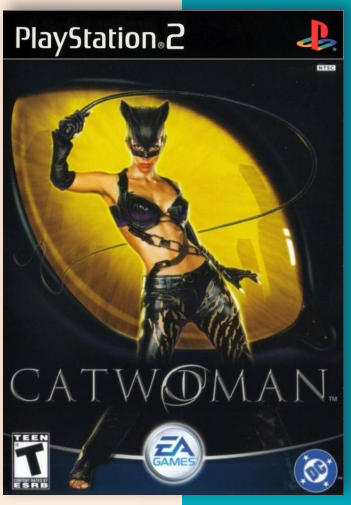
4.6



Developer	Argonaut Games
Publisher	EA Games, (eu) Electronic Arts
Release date	(us) July 20, 2004
Genre	Action-adventure
Mode	1 Player

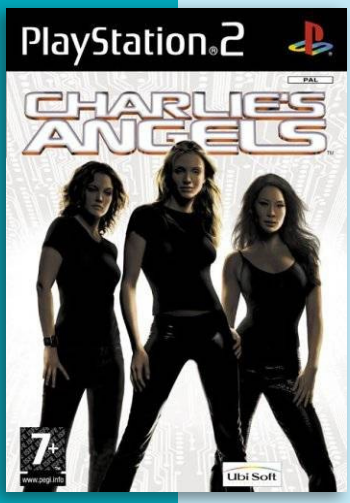
The game loosely follows the story of the movie. Patience Phillips, a shy office worker in the Hedare corporate empire, accidentally discovers her employers' dark secret and is subsequently murdered. She is then revived by a supernatural Egyptian cat granting her cat-like abilities.

The game is third person action plaformer where the player must use the heroine's cat-like strength and agility to travel through various environments and defeat various enemies. There is also sense exploration in the game, similar to the Tomb Raider series. Catwoman can climb up walls and swing from metal poles to navigate through the environment. Catwoman must also solve puzzles at certain parts of the game to advance further. The game also features a combat system for when fighting enemies.



N P

Charlie's Angels



Developer	Neko Entertainment
Publisher	Ubisoft
Release date	(eu) July 4, 2003
Genre	Beat-'em-up
Mode	1 Player

Charlie's Angels is based on the first and second film in the series. It follows the continuing adventures of private investigators Alex Munday (Lucy Liu), Dylan Sanders (Drew Barrymore) and Natalie Cook (Cameron Diaz) as they attempt to solve the mystery of a series of missing national monuments. The heroines do not use firearms but can utilize blunt weapons and certain environmental objects.

Charlie's Angels was universally panned by critics. It received an average score of 23.74% at GameRankings and an average score of 23/100 at Metacritic. On GameRankings, the GameCube version of the game holds the lowest score on the site. GamesRadar ranked it as the 50th worst game ever made. The staff commented that the game was even worse than the movie it was based on.

2.4

P

CaveMan Rock

4.5

Developer	Phoenix Games
Publisher	Phoenix Games
Release date	2007
Genre	Puzzle
Mode	1 Player

Caveman Rock is a casual time puzzler in which the player has to set fire to coloured rocks before they reach the top line. Players need to get three pieces in a row to make them explode.

The game was also set to be released for Wii, Nintendo DS, and PC. Only the PS2 version was ever released.

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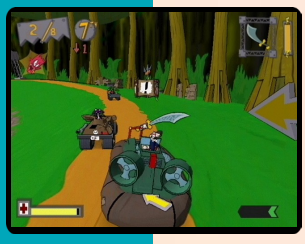
Cel Damage Overdrive

6.8



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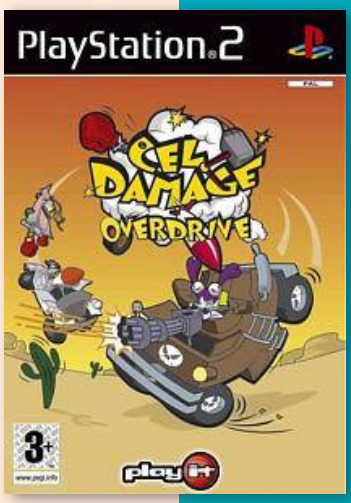
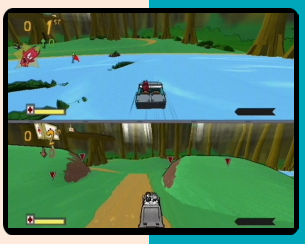
Developer	Pseudo Interactive
Publisher	Play It!, System 3
Release date	(eu) December 12, 2002
Genre	Action, Racing
Mode	1-2 Players

Cel Damage is a cartoony take on vehicular combat games, like those from the Twisted Metal series. The story focuses on six cartoon characters from a fictional cartoon show called “Cel Damage”. The characters annihilate each other to the delight of TV audiences and, since they are cartoons, instantly regenerate. The player battles through thirteen different levels and three game modes. Weaponry for Cel Damage includes cartoon staples like vacuum nozzles and portable holes, mundane weaponry like chainsaws and baseball bats, and items like freeze rays, giant springs, and portable nuclear devices.

The Cel Damage graphics engine uses cel-shading to produce the cartoon-like appearance. Furthermore, the physics engine in Cel Damage is unique. Rather than aiming to simulate realistic real-world physics, it emulates complex cartoon physics; the physics engine calculates the relevant parts of physical interaction as they would in reality, and then distorts the physical laws to produce a cartoon-like interaction. This can be seen, for example, when a car turns and the entire shape of the car deforms and flexes into the turning direction. Chris Hecker, editor of Game Developer magazine, described the cartoon-style graphics as “state-of-the-art for computer-game physics”.





7.5

ChainDive

J

Developer	Alvion
Publisher	SCEI
Release date	(jp) October 16, 2003
Genre	Action-platformer
Mode	1 Player

Ostensibly a side-scrolling platformer, the crux of the game system lies in “chaining”, using player-character Shark’s plasma generator to hook onto green “boid” points strewn throughout each stage, and using them to swing or launch around at high speed. He also wields a large double-bladed sword which can be used for both attack and defense, and can also use the plasma generator to chain through and destroy enemies.

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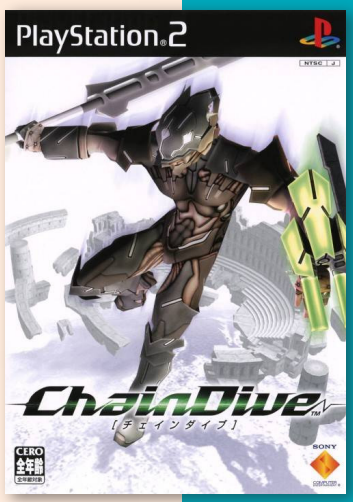
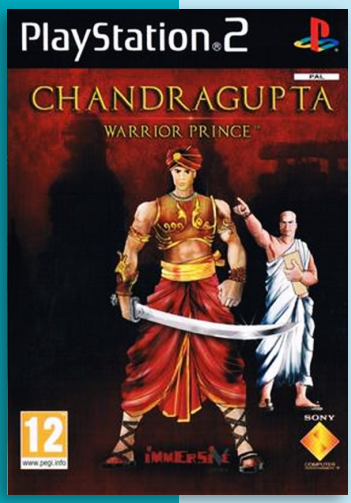


Chandragupta: Warrior Prince

2.6



Developer	Immersive Games
Publisher	SCEE
Release date	(eu) September 28, 2009
Genre	Beat-’em-up
Mode	1-2 Players

Chandragupta: Warrior Prince is set in 323 B.C in Ancient India and tells the story of the warrior prince Chandragupta, the Emperor of the Mauryan Empire and the first to unite the territory of what is now known as India.

The game consists of nine levels and there are also some platform elements. The prince can be moved around freely, but there is a linear path to follow.

P

8.0

Chanter#: Kimi no Uta ga Todoitara

J

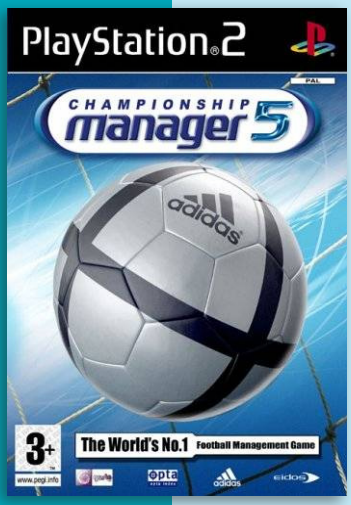
Developer	Interchannel
Publisher	Interchannel
Release date	(jp) August 30, 2007
Genre	Visual novel
Mode	1 Player

In Chanter#, Mikiya is in the third grade. He lives an ordinary life, even though his parents divorced. He has his close friends, Chitose, Ibuki and Kotoko, and enjoys his school life with them. But just before the summer holiday, he meets the girls, Sakura and Yuki. His school life gets more eventful, joining a band and getting closer to girls.

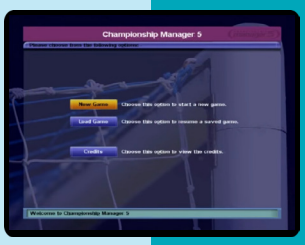
“psxdatacenter.com”

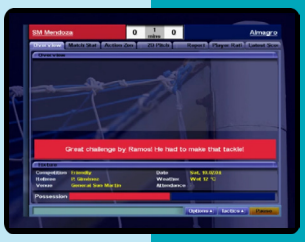
Championship Manager 5

7.1



Developer	Gusto Games
Publisher	Eidos Interactive
Release date	(eu) May 13, 2005
Genre	Sports,Strategy
Mode	1 Player





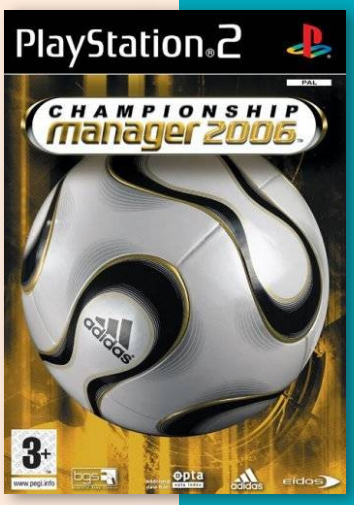
Player takes the role of a club manager responsible for the day to day running of a club in one of 26 countries. Duties include buying and selling players, arranging contracts, setting training schedules and organizing match day tactics. An interactive match day football simulation is at the heart of the game.

"mobygames.com"

Championship Manager 2006

7.6

Developer	Gusto Games
Publisher	Eidos Interactive
Release date	(eu) May 5, 2006
Genre	Sports,Strategy
Mode	1 Player

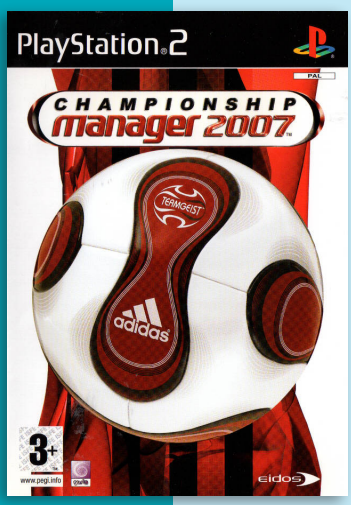


The console version of Championship Manager 2006 is in many ways similar as the PC version. Since this version was released some months after the PC version it features updated stats to reflect changes in the leagues. Additionally it features new camera angles for viewing the playing field and a new interface more intuitive for the consoles.

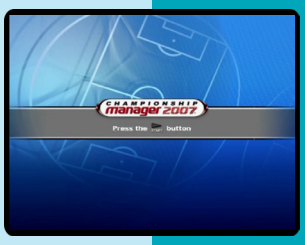
"mobygames.com"

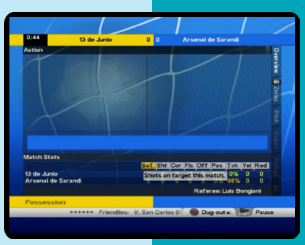
Championship Manager 2007

7.8



Developer	Gusto Games
Publisher	Eidos Interactive
Release date	(eu) March 16, 2007
Genre	Sports,Strategy
Mode	1 Player





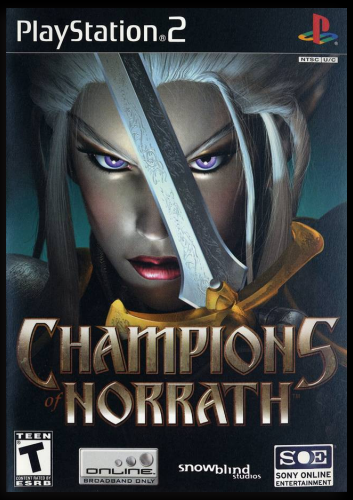
Like previous editions the player takes on the role of a football club manager and has to perform tasks like taking charge of tactics, training, signing new players, negotiating contracts etc.

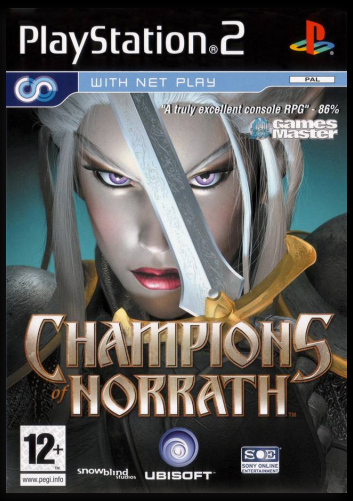
The game features over 60 different competitions in 26 different countries. The player is free to choose a team from any of these competitions. Another possibility is to manage national teams.

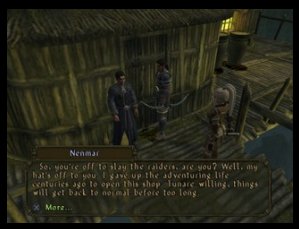
"mobygames.com"

Champions of Norrath

8.5







Developer	Snowblind Studios
Publisher	Sony Online Entertainment
Release date	(us) February 10, 2004
Genre	Action role-playing, Hack and slash
Mode	1-4 Players

Champions of Norrath: Realms of EverQuest is an action role-playing game set in the EverQuest universe. It is playable with one single player or cooperative for up to four players. However, with a Network Adapter, players can take the game online with others and kill others or join to form groups of adventurers. The game uses a re-worked and expanded Baldur's Gate: Dark Alliance game engine.

The gameplay is a traditional hack and slash with several additional elements. During the opening sequence, the player selects a race, appearance, and skills. From there, the game continues to follow classic RPG standards, as the player fights monsters, explores forests, towns, godly domains and dungeons, obtains gold to purchase weapons, and so on. As the players gains experience, they will level up and increase character statistics and abilities.

There are five types of playable characters that can be used throughout the game. Each come in male and female varieties, which have no impact on gameplay other than appearance.

Barbarian Warriors have the highest initial health and attack rating in the game, and are able to use any weapon they desire, save class exclusive weapons. They are primarily tank characters that can endure superior amounts of damage.

The Wood Elf Ranger class is primarily a ranged fighter. They have a wide variety of ranged spells and can use bows more effectively compared to other classes.

High Elf Clerics is a competent melee class. The Cleric is efficient in dealing damage with holy spells and blunt weapons.

Erudite Wizards is primarily a magical class with control over the elements. They exhibit intellectual prowess over the other classes.

Dark Elf Shadowknights are a versatile magic-melee class. They can use every weapon type, except for some class exclusive rare weapons. Shadowknights use dark magic to spread disease through groups of enemies. Their spells weaken and maim large groups, but cost a greater percentage of mana.

CHAMPIONS of NORRATH

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4 player combat online (no subscription fee) via SOEGames.net and offline via Multitap.

45 levels of non-stop action with over 50 areas to explore and conquer.

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snowblind studios

M15+

PlayStation.2

PlayStation.2

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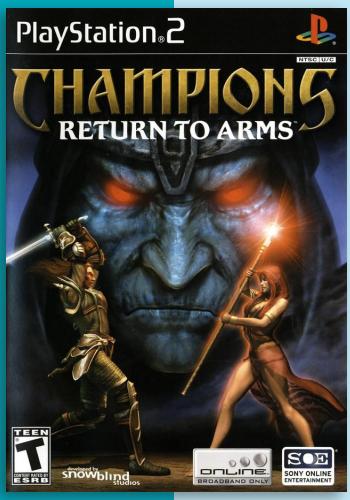
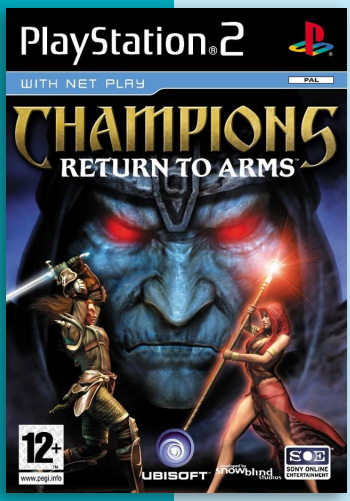
Champions: Return to Arms

7.7





Developer	Snowblind Studios
Publisher	Sony Online Entertainment
Release date	(us) February 7, 2005
Genre	Action role-playing, Hack and slash
Mode	1-4 Players

Champions: Return to Arms, set in the EverQuest universe, is the sequel to Champions of Norrath.

The story picks up after Innoruuk, the Prince of Hate has been defeated, his essence shattered into the Shards of Hatred and were strewn across the Planes of Power. Within the game story, players have the choice of serving either the forces of Good by destroying the shards to rid the world of Innoruuk, or the legions of Evil gathering the shards to resurrect the fallen god. The paths of Good and Evil travel to the same locations, with variations in mission objectives.

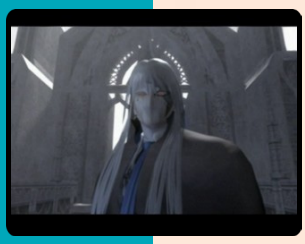
The game features multiple character classes, such as wizard, cleric, ranger, and warrior. The game also features an online mode where a player can join up to three other players from around the world. Gameplay consists of killing monsters and completing quests to earn experience, in a traditional hack-and-slash style. When the character attains enough experience, he or she gains a level.

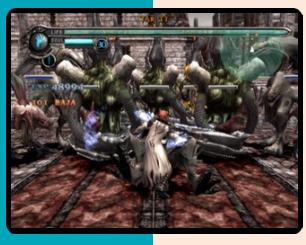
In addition to the five original classes, the game provides two new choices: the Vah Shir Berserker and Iksar Shaman.

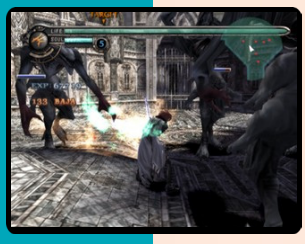
The Vah Shir Berserker has a unique look, having the appearance of a big cat in accordance with its race. It is similar to the barbarian with respect to its gameplay style, generally able to take a good deal of damage and dish out a similar amount. They specialize in throwing axes much like the ranger specializes in bows, having the capability to imbue them elementally and summon them.

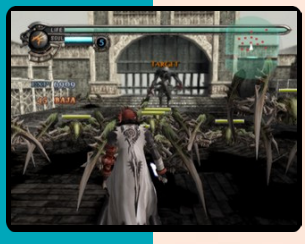
Iksar shamans are lizard-like in appearance and have customizable horns instead of hair. They have some hand-to-hand combat ability, and this can be enhanced by the buff spells which they can cast. These shaman are a good soloing class because their wide range of spells provides them with enhancements to combat as well as pure spellcasting ability for its own sake.

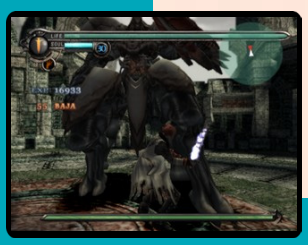
The game received “favorable” reviews, though not as much as Champions of Norrath, according to Metacritic.





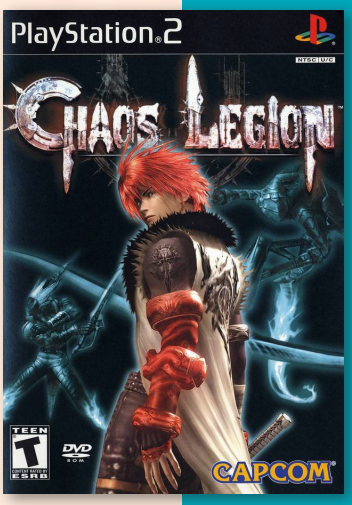






Chaos Legion

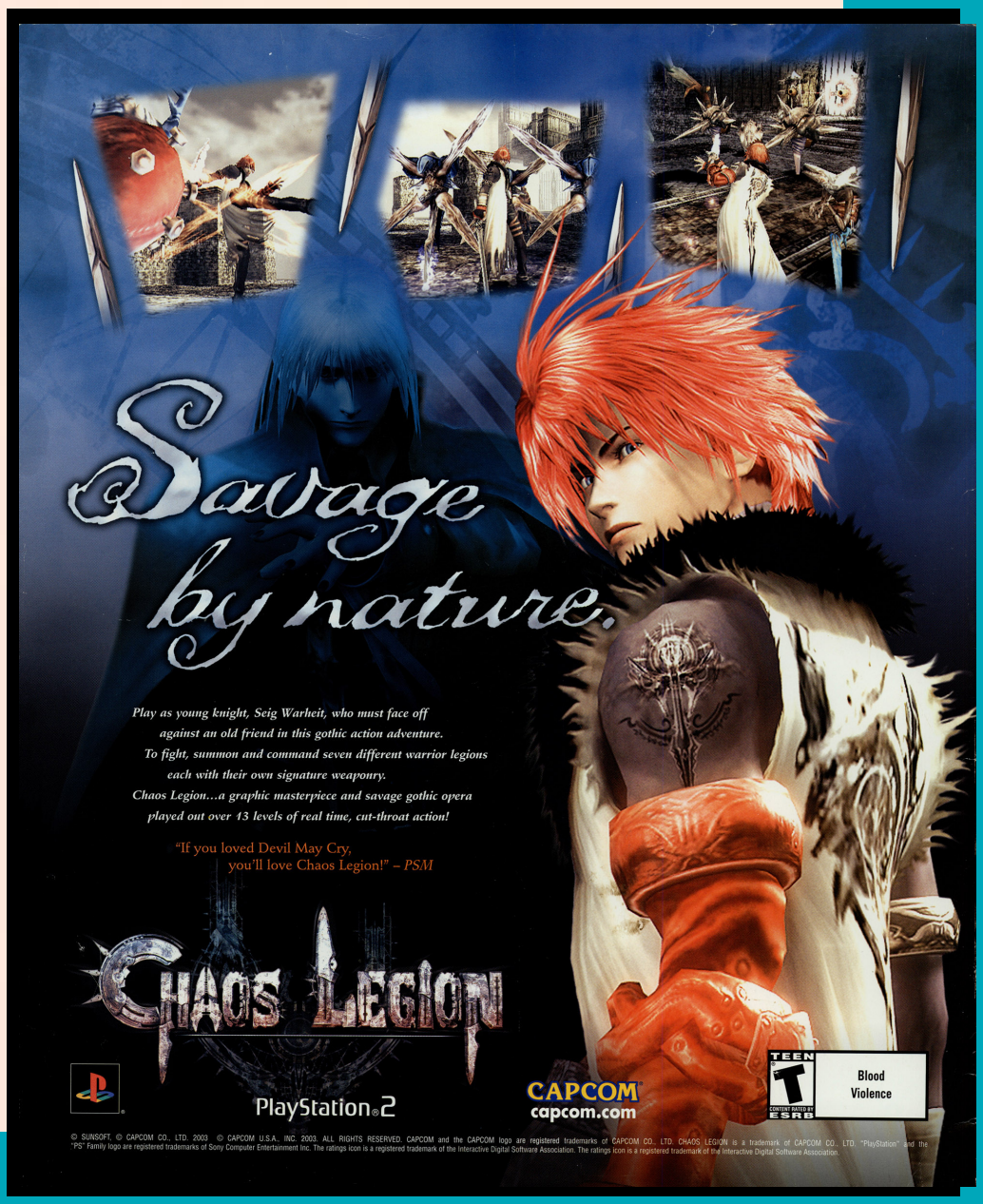
6.5



Developer	Capcom
Publisher	Capcom
Release date	(jp) March 6, 2003
Genre	Action-adventure, Hack and slash
Mode	1 Player

Chaos Legion is based on Tow Ubukata's novel of the same name.

The gameplay is primarily action-oriented. Numerous enemies attack the player in waves, and progress to the next part of the stage often requires defeat of all enemies in the area. The main feature that lends originality to the game is the addition of the "Chaos Legion", which are supernatural creatures that fight alongside the player. Legions can be controlled to a degree: their tactics can be switched between offensive and defensive, and players can issue orders for them to attack immediately.



Chaos Field: New Order

7.4

J

Developer	MileStone Inc.
Publisher	MileStone Inc.
Release date	(jp) December 15, 2005
Genre	Shooter
Mode	1 Player

Chaos Field: New Order is a port of a 2004 arcade game. The player can choose one among three ships, each with specific traits of firepower and speed. Along with normal gunfire and energy swords, there is the "Wing Layer" and the "Lock-on Shot". The Wing Layer can be used to damage the enemy as well as canceling bullets to obtain combos. The Lock-On shot targets parts of the boss or bullets.

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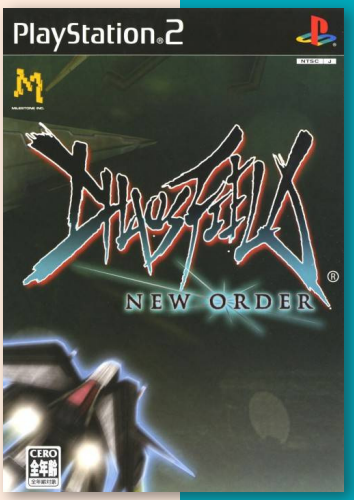


Chaos Wars

6.4

Developer	Idea Factory
Publisher	Idea Factory, (us) O3 Entertainment
Release date	(jp) September 21, 2006
Genre	Tactical role-playing
Mode	1 Player

Chaos Wars is a crossover between several companies' role-playing series, including Aruze's Shadow Hearts, Atlus's Growlanser, Idea Factory's Blazing Souls, Spectral Souls: Resurrection of the Ethereal Empires, and RED Entertainment's Gungrave and Code of the Samurai. Players can take teams of up to 10 into battle, recruit allies, and upgrade and customize their characters and equipment.

Promotional art for the game is by Kinu Nishimura. The game's opening theme "Shūtan no Ou to Isekai no Kishi ~The Endia & The Knights~" was done by Sound Horizon. In North America, the game was released as a GameStop exclusive.

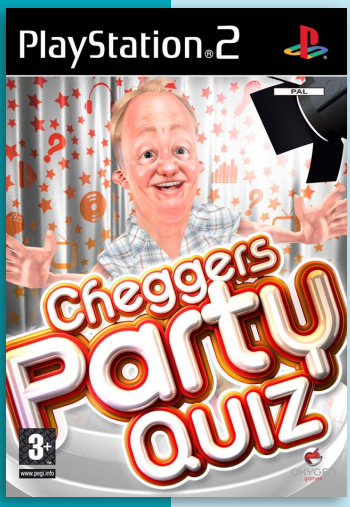
Chaos Wars received "mixed" reviews according to Metacritic.IGN commented that, *"In truth it's probably one of Idea Factory's best efforts released here in the States, melding staples of the genre with more open, zippy little ideas."* In Japan, Famitsu gave it a score of two sevens and two sixes for a total of 26 out of 40.

Chaos Wars has become a cult classic because of the poor voice acting in the English localization of the game. Due to the voice actors sharing last names with members of the publishing team, it's believed they were relatives of the team.

J N

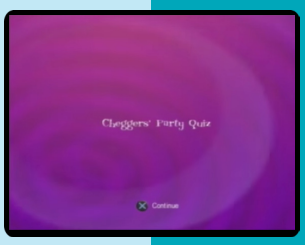
Cheggers Party Quiz

2.8



Developer	Oxygen Interactive
Publisher	Oxygen Interactive
Release date	(eu) October 26, 2007
Genre	Trivia
Mode	1-8 Players

Cheggers Party Quiz is a typical quiz game starring UK TV presenter Keith Chegwin. One playing round consists of eight questions (mostly about movies). Every time a question is asked the players are presented with four answer possibilities. If players thinks they knows the answer they buzzes in and selects the answer - if it is correct they receives money. Who has the most money at the end of the round wins.



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Chemist Tycoon

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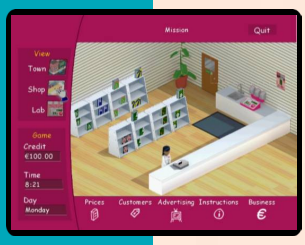
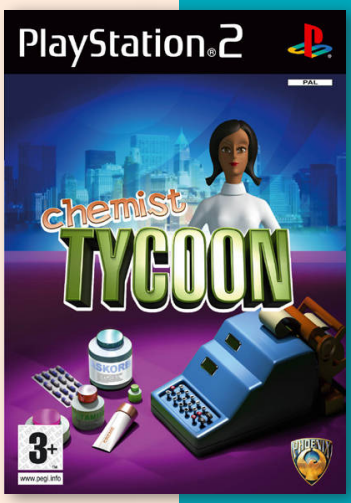


P

Developer	Aqua Pacific
Publisher	Phoenix Games
Release date	(eu) September 29, 2006
Genre	Strategy
Mode	1 Player

Using an isometric view for the gameplay, the player will be in charge of the shop, the laboratory, product research, take care of the stock levels, etc.. The players task is to keep the customers happy and make sure that the business runs smoothly.

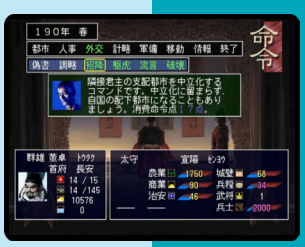


Chenwen no Sangokushi

7.0

Developer	Game Arts
Publisher	ESP Software
Release date	(jp) November 1, 2001
Genre	Simulation, Strategy
Mode	1 Player

Chenwen no Sangokushi, also known as Chenuen no San Goku Shi, is set around the Romance of the Three Kingdoms setting. The famous Taiwanese cartoonist “Zheng Wen” was in supervision of the game style and character design. The game feature a lineup of over 200 generals. The main objective is to take control over the country by destroying the other country’s emperors.



J

Cherry Blossom

5.4

J

Developer	Takuyo
Publisher	Takuyo
Release date	(jp) December 30, 2004
Genre	Visual novel
Mode	1 Player

Taking place from the second semester of a school year, as summer begins, and continuing to March of the following year, players must study, take part in sports and work with their group of all-male schoolmates to search for a character called Sakura. Players have to schedule their activities in order to increase their character's various parameters, with new events appearing and the affection felt by others towards them.

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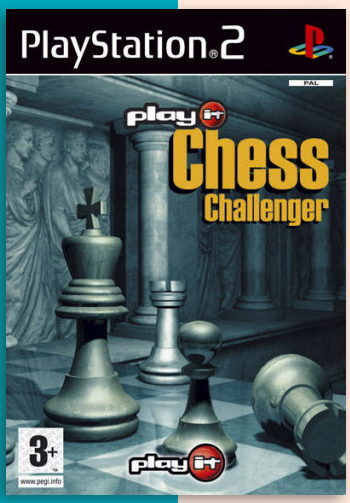
Chess Challenger

5.0



Developer	Play It!
Publisher	Play It!
Release date	(eu) January 16, 2004
Genre	Board
Mode	1-2 Players

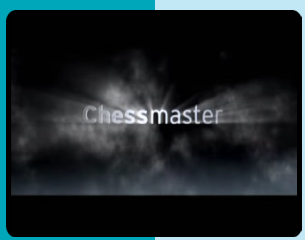
P

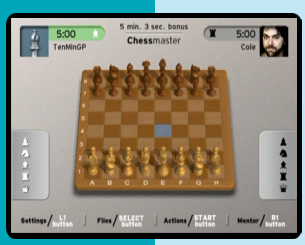
Chess Challenger is a budget chess title for one or two players.

According to the game; *"Chess Challenger has the Strongest Chess Engine currently available on a games console, incorporating extremely fast analysis and decision algorithms that provide high quality, lively, challenging and mature opposition to players."*

Chessmaster

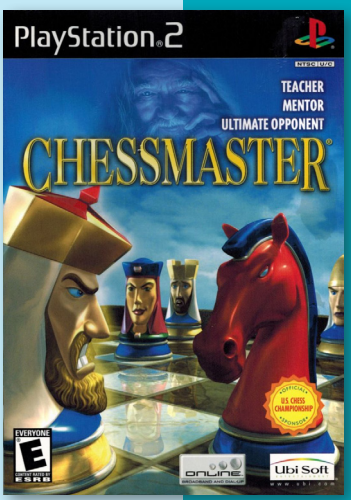
7.9





N P

Developer	Ubisoft Romania
Publisher	Ubisoft
Release date	(eu) April 25, 2003
Genre	Board
Mode	1-2 Players



The iteration of the Chessmaster series on the PlayStation 2 contains most of the features available in the corresponding PC game - which, in this case, is Chessmaster 9000. There are, however, some new features in the PS2 version; the most useful one is the Online mode. Other is a fantasy-themed - orcs vs. humans - game mode with animated chess sets and a 3D environment.

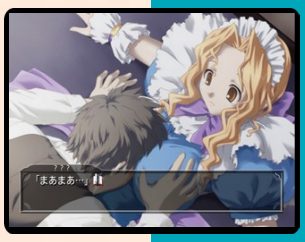
"mobygames.com"

Chocolat: Maid Cafe Curio

7.0

Developer HuneX
Publisher Alchemist
Release date (jp) June 30, 2005
Genre Visual novel
Mode 1 Player

Chocolate: Maid Cafe "Curio" is a romantic visual novel revolving around the daily life of managing a coffee shop. After the player characters father remarries and goes on a honeymoon, leaving him alone with his younger sister for three months, he start working at his father's the coffee shop called Curio. Originally released as an adult visual novel for Windows under the same title, this console port has all the adult content removed.



J

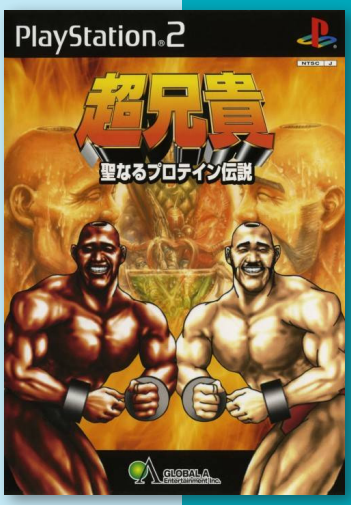
Choaniki: Sei Naru Protein Densetsu

6.4

J

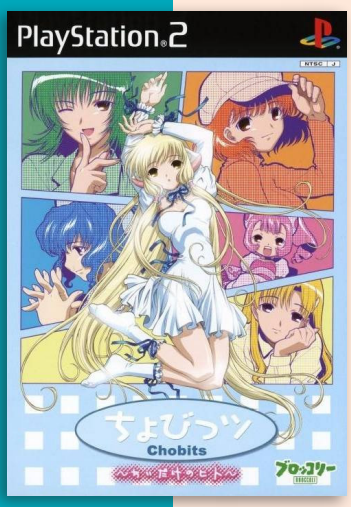
Developer Psikyo, X-Nauts
Publisher Global A
Release date (jp) October 30, 2003
Genre Shooter
Mode 1 Player

In this game, Adon and Samsom have found the holy protein that promises to take their body-building powers to the max, but before they can unlock its powers they have to battle through several shoot-em-up levels and defeat the bizarre collection of enemies that populate them. The player controls the protein itself, with Adon and Samsom returning to their hovering option roles.



Chobits: Chiidake no Hito

7.6



Developer Affect
Publisher Broccoli
Release date (jp) May 15, 2003
Genre Visual novel
Mode 1 Player

Chobits: Chii Dake no Hito is a Bishoujo visual novel based on the manga and anime series Chobits. The game follows the story from the anime/manga where the player-character, Hideki, will have to help the computer-girl, Chii, learn and adapt to the world, and try to find out if it is a Persocon, a computer capable of emotions and independent thought.

J

Choro Q Works

6.4

J

Developer	Atlus
Publisher	Atlus
Release date	(jp) May 26, 2005
Genre	Racing
Mode	1-2 Players

Choro Q Works was the final Chroro Q game on the PlayStation 2. The game features cartoon cars from real car manufacturers, including Honda, Mitsubishi, Nissan, Sabaru, Toyota, and Sabaru. There are other types of vehicles such as the Ladder Truck from Mitsubishi. Around 50 vehicles is available, and each vehicle is customizable with more than 100 parts.

ChoroQ

4.8

Developer	Barnhouse Effect
Publisher	Takara, (us) Atlus, (eu) Zoo Digital Publishing
Release date	(jp) November 27, 2003
Genre	Racing
Mode	1-2 Players

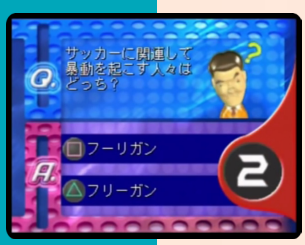
ChoroQ, released as Choro Q HG 4 in Japan, is marketed as a “Car-PG”: a hybrid of driving and role-playing video games. Players races against other super deformed cars. Players can also drive around three different towns, talking to the ChoroQs and doing quests and mini games.

There’s over 200 different body styles to unlock through the story mode and a wide range of parts players can buy to upgrade the car.

J N P

Chou Gouka! Quiz Ketteiban

3.0



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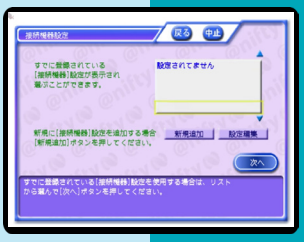
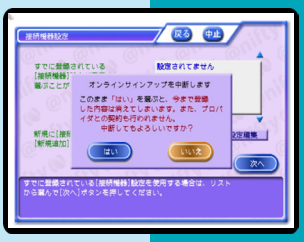
Developer	Hudson
Publisher	Hudson
Release date	(jp) April 17, 2003
Genre	Trivia
Mode	1-2 (4) Players

Chou Gouka! Quiz Ketteiban, also Known As: TBS All-Star Kansha Matsuri Vol .1: Chou Gouka! Quiz Ketteiban, trivia game based on a Japanese TV show, featuring 20 Japanese entertainers. Like the show, the host of the game feature Shimada Shinsuke and Shimazaki Wakako. The game also feature different mini games such as “Akasaka 5-chome mini marathon”.

Chou! Rakushii Internet Tomodachi Nowa





Developer	SunSoft
Publisher	SunSoft, Sunset Entertainment
Release date	(jp) January 24, 2002
Genre	Miscellaneous
Mode	1 Player

Chou! Rakushii Internet Tomodachi Nowa is a piece of software that feature different internet applications. The disc included; “New Sensation! Web browser”, “Easy Mailer” and “Address Book”, giving Japanese users the ability to go online, check e-mail, etc.

8.4

Chou-jikuu Yousai Macross

Developer	Sega AM2
Publisher	Bandai
Release date	(jp) October 23, 2003
Genre	Shooter
Mode	1 Player

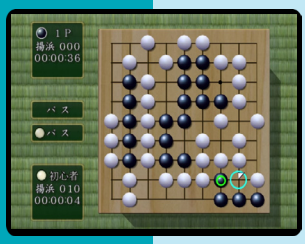
Chō Jikū Yōsai Macross is an arcade flight/shooting game based on the Macross anime franchise. It allows players to play through the events of both the original 1982 TV series as well the 1984 theatrical film Do You Remember Love? in two distinct campaigns. The levels follow the original events closely, allowing the player to experience them from the point of view of a Valkyrie pilot of Skull Squadron.

Chou-Saisoku! Zokusha King BU

Developer	Tamsoft
Publisher	D3Publisher
Release date	(jp) April 28, 2004
Genre	Racing
Mode	1-2 Players

Chou-Saisoku! Zokusha King BU is a racing game centred around the Japanese art of car customisation. Players can tune and dress up their car with different paint jobs, mufflers, bonnets and spoilers to make it stand out.

Choukousoku Igo



Developer	Success
Publisher	Success
Release date	(jp) February 15, 2001
Genre	Board
Mode	1-2 Players

Choukousoku Igo is part of the Choukousoku ("Ultra high speed") series of budget board games by Success. The Choukousoku games was apparently an update to the board game series released on the Simple 1500 series on PlayStation.

Choukousoku Igo feature a new board and a board editing function.

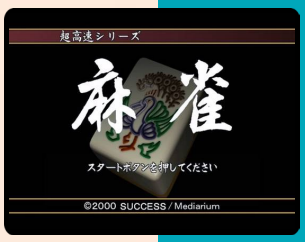
J

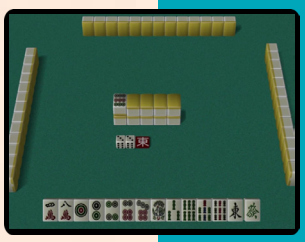
Choukousoku Mahjong

7.0

Developer	Success
Publisher	Success
Release date	(jp) December 21, 2000
Genre	Board
Mode	1 Player

Choukousoku Mahjong feature 40 kinds of different rule settings, such as Red Dora and Walleje. The gameplay is fast paced and feature settings for novice to advanced players.





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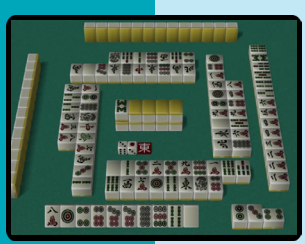
Choukousoku Mahjong Plus



Developer	Success
Publisher	Success
Release date	(jp) February 28, 2002
Genre	Board
Mode	1 Player

Choukousoku Mahjong Plus ("Ultra high speed Mahjong Plus") is apparently a "Faster, stronger" version than the two years older Success release. The game feature several new rule settings compared to the older version.

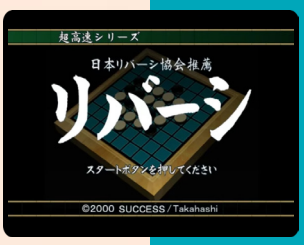
The game came bundled with Minna no Mahjong Kyoushitsu: Shokyuu-hen bonus disc.

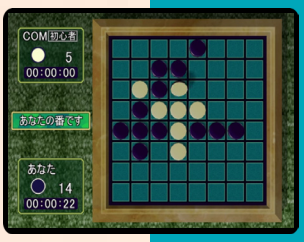
J

Choukousoku Reversi

Developer	Success
Publisher	Success
Release date	(jp) December 21, 2000
Genre	Board
Mode	1-2 Players

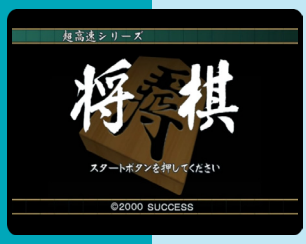
Compared to the Simple 1500 series, Choukousoku Reversi feature a new board, a board editing function and a game performance record function. The game feature settings for beginners to advanced players.





J

Choukousoku Shogi



J

Developer	Success
Publisher	Success
Release date	(jp) February 15, 2001
Genre	Board
Mode	1-2 Players

Choukousoku Shogi feature a board editing function and a game performance record function. The game feature 5 different settings from beginners to advanced players. It is also equipped with different countdown functions in play. Setting also include handicap settings.

Chu~Kana Janshi

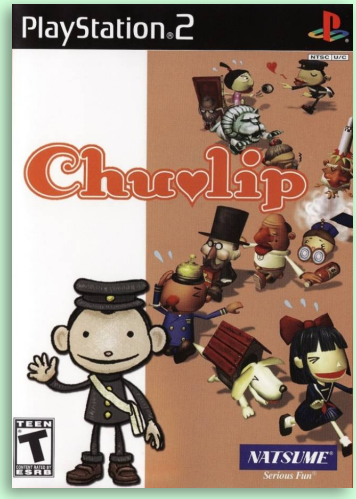
8.0

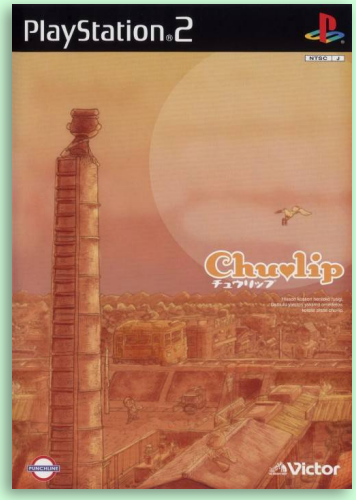
Developer	CyberFront, Sea's Splash
Publisher	GeneX
Release date	(jp) December 28, 2004
Genre	Board
Mode	1 Player

In Chu-Kana Janshi Tenho Pinyan players play mahjong against anime characters designed by popular manga artist Kenichi Sonoda, known for Suchie Pai gals, Bubblegum Crisis and Riding Bean. There's a total of 10 opponents in the game (2 male, 7 female, and a pair of munchkin twins with pink hair).

J

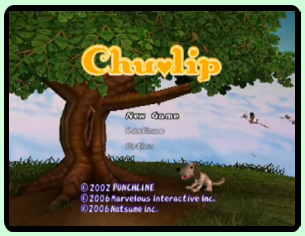
5.7





J N

Chulip



Developer	Punchline
Publisher	Victor, Marvelous Ent., (us) Natsume, SCEA
Release date	(jp) October 3, 2002
Genre	Adventure
Mode	1 Player

Chulip puts the player in the role of a young man who has just moved to a new town and next door to the girl of his dreams. Although she wants nothing to do with him due to his family's poor economic status, he decides to write her a heartfelt love letter. When the letter is stolen, it is up to the protagonist to travel around the village and retrieve all of its pieces.

Chulip is an adventure/simulation game in which the player must improve the hero's reputation in the community of Long Life Town by kissing its various citizens. The player's health is represented by a number of hearts. To gain more hearts the player has to find and kiss other characters in the game. Finding out how and when to kiss other characters is a puzzle in of itself. The game and each of its NPCs follow a 24-hour day schedule. In the daytime, many of the NPCs of the game are walking around the streets. To succeed in kissing an NPC, the player is required to wait for the correct time where they will be happy and press the corresponding button. The player must sometimes complete a certain task for that NPC. Choosing the wrong time to kiss will often result in the player getting hit and losing health. Exploring Long Life Town presents the player with numerous environmental hazards discovered by trial and error. For instance, attempting to use the town's playground equipment or being suddenly shot at by the night-patrolling policeman will cause instant death. One mission ends in the player being struck by lightning, removing more than ten hearts and resulting in a game over if the player does not have sufficient health.

Some denizens of Chulip only come out of their underground, living apartments through holes in the ground at certain times of the day. If the player looks through these holes, clues are given in regard to when they come out or when to kiss them. After an NPC comes out of the ground, the player has a very limited opportunity to give them a kiss. If the player successfully kisses enough NPCs and returns home to sleep, the hero's father will recite his progress and the Lover's Tree will give the player more hearts and an improved reputation if he advances. Secondary to improving his reputation, the player must track down all the pieces to the "Love Letter Set" by traveling throughout Long Life Town. As the story progresses, the player gains access to new areas of the game world via train, which include many more underground residents and hazards. Saving takes place in various bathrooms.

Chulip was developed by a team of 12 to 14 people at Punchline. The game took two and a half years to complete after its initial planning; one year and three months were devoted to programming. Director Yoshirou Kimura started work on the project as he helped his colleagues at Love-de-Lic finish that company's final game, L.O.L.: Lack of Love. Production of Chulip began in the earliest days of the PS2, making it a challenge for the development team who only had experience with the original PlayStation.

Kimura valued his team members' opinions and ideas while working on it. *"It was challenging and interesting at the same time to program a game for a new console,"* he stated. *"We were definitely eager to see what we could do with it."* The original idea for Chulip came when Kimura visited Western countries and saw couples kissing in public, a custom not often performed among Japanese people. Kimura came up with game's title after attending a party in Tokyo. As the intoxicated partygoers talked about video games, they began to humorously say *"chu-shite"* (lit. *"kiss me"*). The title Chulip is a play on words: a cross between chu (the Japanese onomatopoeia for the sound of a kiss) and the English word lip, as well as the Japanese rendering of the word tulip.

Kimura eventually spoke with Marvelous Entertainment's Yoshiro Wada about creating a game mixing a *"flare of Moon and Japan a little while ago (say about 40 years ago)"*. Kimura wanted Chulip to be localized to show the world certain aspects of Japanese culture and *"all the kind of interesting stuff that you can see every day"*. He also wanted to display a real, modern truancy problem for Japanese students with the game's cast of underground dwellers. Norikazu Yasunaga designed many of the game's mechanics. According to Kimura, *"for efficient procedure, [Yasunaga] set it up so that the personality and the characteristics for each NPC had to be one-by-one"*. The character designs were done by Ryuji Nouguchi, who used items from Kimura's personal scrapbook and *"made them funny"*. The musical score to Chulip was composed by Hirofumi Taniguchi, another former member of Love-de-Lic.

Publisher Natsume licensed the game for a projected North American release in early 2004. The game was then shown at the Electronic Entertainment Expo that year. Natsume realized early on that it would be an extremely obscure title and thus planned on releasing it at a low retail price. The game was delayed, and Natsume assured that it would be released sometime in 2005. After more delays, Chulip was ultimately released in North America on February 13, 2007, the day before Valentine's Day, exclusively to GameStop stores. The North American version was supposed to feature updated graphics and an *"accurately meticulous"* translation of Japanese text. Natsume claimed that Punchline's busy schedule resulted in such a long delay for the localization and that it also prevented them from making any graphical changes.

Chulip received mostly average critical scores upon its release in North America. The ambitious gameplay of Chulip has been almost universally criticized. Ray Barnholt of 1UP.com, Ryan Davis of GameSpot, Micah Seff of IGN, and Gus Mastrapa of X-Play all labeled the often-unclear progression presented to the player as *"frustrating"* and *"tedious"*, requiring an excessive amount of patience. Mastrapa summarized, *"Since the game is on 24-hour clock a missed opportunity means having to wait until the next day to take another crack. Add the fact that your inexperienced, young avatar can die from heartbreak, resulting in a 'game over' screen and the loss of unsaved progress and you've got a recipe for annoyance."* Barnholt, Davis, and Seff did positively credit Natsume for the inclusion of the mini-strategy guide. Despite faulting the *"indistinct objectives"*, Davis found gratification in successful kisses. *"The whole kissing thing is absolutely fantastic in concept,"* Davis stated, *"And there's something unsettling about your character's encouraged promiscuity."*

CID The Dummy

5.8

N P

Developer	Twelve Games
Publisher	Oxygen Interactive
Release date	(eu) April 17, 2009
Genre	Action-platformer
Mode	1-4 Players

CID The Dummy feature a crash-test dummy as the protagonist. Cid was endowed special powers by its inventor, professor Werken, and finds itself charged with the task of saving his daughter.

The game blends classic platform elements such as timed jumps, collecting pick-ups, defeating enemies, and challenging boss battles with puzzles, weapon use and route finding.

Cinderella

4.0

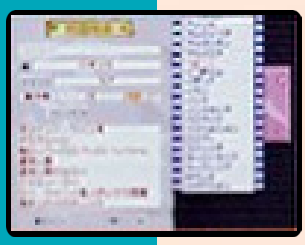
Developer	Phoenix Games
Publisher	Phoenix Games
Release date	(eu) October 13, 2006
Genre	Mini-games
Mode	1 Player

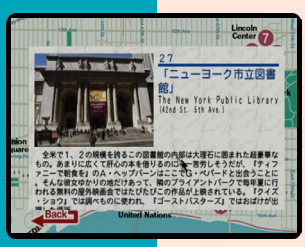
Cinderella is another of the Phoenix games that features a mix between watching a cartoon and a collection of sliding puzzles, jigsaw puzzles, find the pairs and colouring images. This time the story is based on Cinderella, the classic Italian folk tale embodying a myth-element of unjust oppression.

P

Cinema Surfing: Youga Taizen

7.0

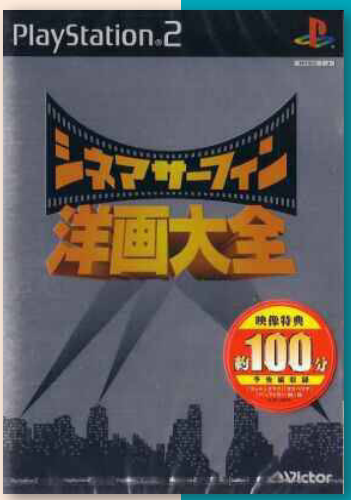




J

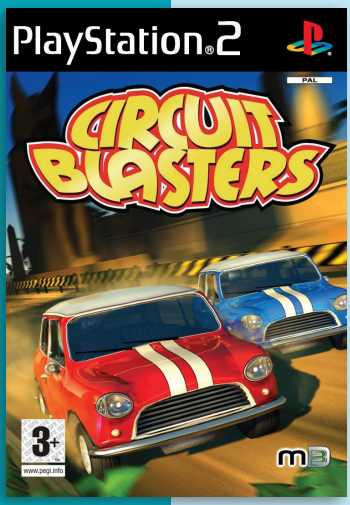
Developer	Victor Interactive Software
Publisher	Victor Interactive Software
Release date	(jp) December 27, 2001
Genre	Miscellaneous
Mode	1 Player

Cinema Surfing: Youga Taizen is apparently a movie database software. Users can use it to search for western and asian movie titles released in Japan. Users can search by titles, directors, actors,etc. The database feature over 30.000 movie titles, information about actors, etc., DVD information on 3500 different titles, and several movie trailers.



Circuit Blasters

7.4



Developer	Supersonic Software
Publisher	Metro 3D
Release date	(eu) July 21, 2005
Genre	Racing
Mode	1-2 (4) Players

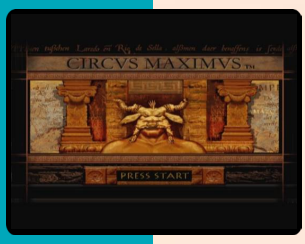
Circuit Breakers is a remake of an earlier PlayStation game released in 1998.

Up to 4 players can play on a multi-tap head to head on over 20 roller coaster race tracks. Each track dipsand drops, ice courses and narrow waterways. The game feature power-up assisted battling. Players can choose from sports cars, rally cars, boats, submarines and more.

P

Circus Maximus: Chariot Wars

5.5

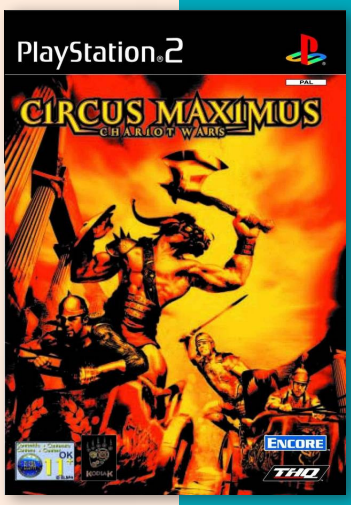


P

Developer	Kodiak Interactive
Publisher	THQ
Release date	(eu) July 5, 2002
Genre	Racing
Mode	1-2 (4) Players

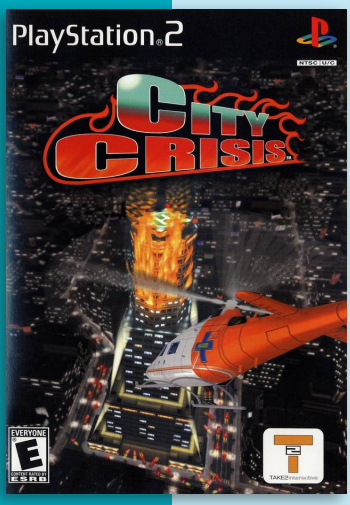
Circus Maximus: Chariot Wars is set in Ancient Rome featuring chariot racing. Players compete against other chariots, each with a horse and a gladiator, and compete in death matches where players use their gladiator to fight others to the death. The game takes its name from the outdoor race track in Rome.

The game is regarded as a colossal commercial failure.



City Crisis

6.3



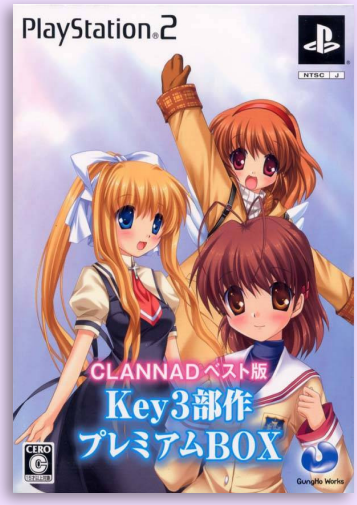
Developer	Syscom
Publisher	Take-Two Interactive, (jp) Syscom
Release date	(jp) June 28, 2001
Genre	Action, Simulation
Mode	1 Player

City Crisis is a helicopter simulator. The players role in the game is a rescue helicopter pilot. The object of the game is to save civilians from fires that spring up around the city. The player must also put out the fires using water that is dumped from the helicopter. Each mission has a time limit, but the faster players save people and put out fires, the more time they receive to complete the next part of the mission.

J N P

7.3

Best Version
Premium Box



Best Version

Clannad

Developer	Visual Arts
Publisher	Interchannel
Release date	(jp) February 23, 2006
Genre	Visual novel
Mode	1 Player

Clannad is a Japanese visual novel originally developed by Key and released on April 28, 2004 for Windows. While both of Key's first two previous works, Kanon and Air, had been released first as adult games and then censored for the younger market, Clannad was released with a rating for all ages. It was later ported to the PlayStation 2, PlayStation Portable, Xbox 360, PlayStation 3, PlayStation Vita and PlayStation 4 consoles. An English version for Windows was released on Steam by Sekai Project in 2015.

Clannad's story revolves around Tomoya Okazaki, a third year high school student whose mother died when he was young, leaving his father to raise him. Severe drinking problems caused Tomoya's father to become violent; during one of the quarrels, he injured his son. Their relationship has seemingly improved since then, but Tomoya's injuries, mental and physical, have led him to a delinquent life. This changes when he meets Nagisa Furukawa, a soft-spoken girl who gets sick easily. Tomoya begins to help her reform a drama club she failed to join last year, and gradually changes his view about life.

There are recurring themes that appear throughout the story. The main theme is the value of having a family, as the title of the series implies because the main scenario writer Jun Maeda mistakenly thought the name of the Irish band Clannad meant "clan" or "family" in Irish. Of the six main characters, Tomoya, Nagisa, and Kotomi have no siblings, though their parents are major factors in their stories. Nagisa's story was written to incorporate what Maeda described as a "perfect family" with a focus on mental consciousness. In Nagisa's story, there is a recurring appearance of "The Big Dango Family" (a fictional group mascot for children) that Nagisa is fond of. Tomoya's and Nagisa's characters were written in a style to exemplify a "growth to adulthood" by the end of the story. Fuko's and Kyou's stories have their sisters playing an integral part, and Tomoyo's story is influenced by her entire family. A minor motif of Irish words continues with the opening theme of the game, "Mag Mell", which means roughly "plain of joy" and is connected with Irish mythology. The arrange album, a short music CD that contained remixed versions of songs in the game, that was bundled with the original game release was titled Mabinogi, which was a collection of prose stories from medieval Welsh manuscripts.

Clannad is a drama and romance visual novel in which the player assumes the role of Tomoya Okazaki. Much of its gameplay is spent on reading the story's narrative and dialogue. Clannad follows a branching plot line with multiple endings; depending on the decisions that the player makes during the game, the plot will progress in a specific direction.

There are six main plot lines that the player will have the chance to experience, five which are initially available. Throughout gameplay, the player is given multiple options to choose from, and text progression pauses at these points

until a choice is made. To view all plot lines in their entirety, the player must replay the game multiple times and make different choices to change the plot progression.

When first playing the game, the scenarios for all five heroines and additional smaller scenarios are available in what is called the School Life story arc. When players completes a character's scenario, they receives an orb of light. When eight of these lights are obtained, the game's second story arc, called After Story, is made available. One of the lights disappears during School Life, but reappears in After Story. To view the true ending of Clannad, all 13 lights must be obtained. Originally, the lights were meant to be items that players could use in the game, but since this increased the game's complexity, and detracted from the storyline, the function of the lights was simplified and made less intrusive.

The executive producer for Clannad was Takahiro Baba from VisualArt's, the publishing company which controls Key. Jun Maeda, who was one of three main scenario writers with Kai, and Yūichi Suzumoto, led the planning for Clannad and wrote the majority of the scenarios.

For Key's second visual novel Air, Maeda admitted he felt he was able to write what he wanted to for the game's scenario, but he later discovered that Air was difficult for players to receive and experience. Due to this, Maeda felt that for Key's next work Clannad, he had a sense of duty to make the game easier to receive for as many users as possible. In any case, he wanted to make it an entertaining game, and started planning on Clannad almost immediately after Air's completion. From the start of Clannad's planning, Maeda did not want to write a story like in Air, but instead wanted to focus on writing a deep connection between the 'people and the town', and 'humanity'. Maeda noted that he exceeded his writing ability when writing most of the scenarios in Clannad, and equates Clannad's writing process as a *"wall that I will never be able to get over again."* While at the beginning Maeda felt he was prepared, the entire game's story started to increase to a level Maeda never predicted, and Suzumoto noted that it approximately doubled in size from the original projected length. Suzumoto attributed the increase due to the lengthening structure of the game's base scenario which caused the 'branch' scenarios to increase as well.

The first consumer console port of the game was released for the PS2 by Interchannel. The PS2 version was re-released as a "Best" in 2009. The PS2 version was bundled in a "Key 3-Part Work Premium Box" package together with the PS2 versions of Kanon and Air also released in 2009.

The game was ranked as the best-selling PC game sold in Japan for the time of its release, and charted in the national top 50 several more times afterwards. Key went on to produce an adult spin-off titled Tomoyo After: It's a Wonderful Life in November 2005, which expanded on the scenario of Tomoyo Sakagami, one of the five heroines from Clannad.

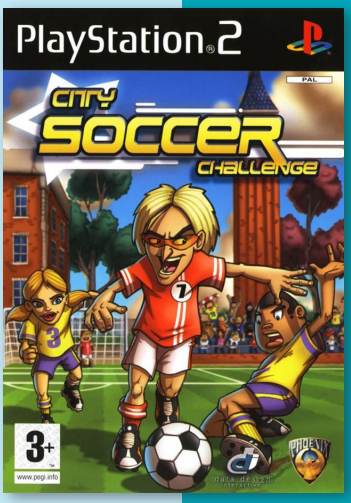
Clannad has made several transitions to other media. There have been four manga adaptations published by ASCII Media Works, Flex Comix, Fujimi Shobo and Jive. Comic anthologies, light novels and art books have also been published, as have audio dramas and several albums of music. An animated film by Toei Animation was released in 2007, followed by two anime series including two OVA episodes by Kyoto Animation produced between 2007 and 2009. Both anime series and their accompanying OVAs were released in North America in 2009.

2.1

City Soccer Challenge

Developer	Data Design Interactive
Publisher	Phoenix Games
Release date	(eu) July 28, 2006
Genre	Sports
Mode	1-2 Players

City Soccer Challenge is a cartoonish soccer sim which focuses on fun gameplay rather than realism like other titles. One feature of the game which is unique is the skill point system, which when built up over the source of a game enable trick and power shots to help players crush their opponents.



P

"mobygames.com"

Classic British Motor Racing

5.4

Developer	Data Design Interactive
Publisher	Metro3D
Release date	(eu) February 10, 2006
Genre	Racing
Mode	1-2 Players

Classic British Motor Racing is a racing game featuring British cars from the 60's. There are 13 cars available: Austin Mini Cooper, MGA MKII, MGB MKI, Austin Healey 3000, MG Midget, Triumph Spitfire, Triumph TR2, Riley RM, Triumph TR2 A, Rover P6, Triumph TR5, Triumph TR6 and a secret car to be unlocked after qualifying with the 12 first cars.

The game features three gameplay modes: Single Race, Time Trials and Challenge. In order to play the Single Race and Challenge modes, the player has to unlock cars racing one lap in any circuit in the Time Trials mode, within the time limit. Once the cars are unlocked, they'll be available in the other two play modes, with three different painting options.

The Single Race mode, as the name implies, lets the player chose any of the unlocked cars and race against 7 other competitors in any course of choice. There are 6 circuits available: Scottish Highlands, Rooksley Forest, Greenwood County, Foxglove Lane, Westminster Run and London City Centre.

In the Challenge mode, three cups are available: Bronze, Silver and Gold, each one comprising 4 circuits. Each cup won unlocks the next.

P

"mobygames.com"

Clear: Atarashii Kaze no Fuku Oka de

4.0

Developer	Moonstone
Publisher	Sweets
Release date	(jp) February 19, 2009
Genre	Visual novel
Mode	1 Player

Originally released as Clear for Windows, the game is about Kouichi, who returns to his home-town after years of absence, expecting to find many changes. Instead, the island seems pretty much the same as when he left, but people he knew changed and his rekindled friendship and relationship with people he left behind will bring a change in Kouichi.

J

Clever Kids: Dino Land

5.5

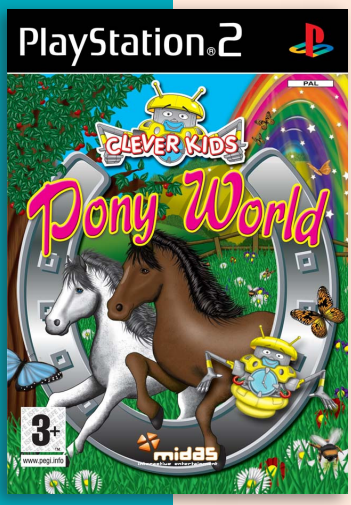
Developer	Gamerholix
Publisher	Midas Interactive Entertainment
Release date	(eu) November 2, 2007
Genre	Mini-games
Mode	1 Player

Targeted at the 6-10 age group, this educational game is set around dinosaurs. Players can play mini- games while learning about hundreds of facts and taking a quiz. Mini-games includes; feed a T-Rex, memorise Dino-songs, test your maths, build a Dino-puzzle and more.

P

Clever Kids: Pony World

5.2

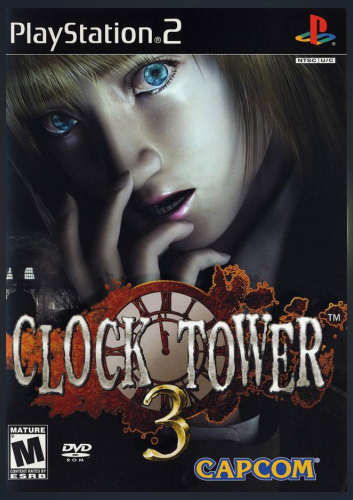


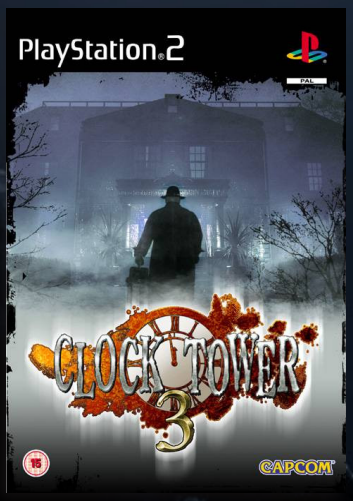
Developer	Gamerholix
Publisher	Midas Interactive Entertainment
Release date	(eu) November 2, 2007
Genre	Mini-games
Mode	1 Player

Clever Kids: Pony World puts players in charge of a mischievous and energetic breeds. Sprocket the Robot will be their guide making things easy to understand. Mini-games includes; Complete Sliding and Jigsaw puzzles, Spot the difference, hide and seek, maths and more. The game also feature hundreds of facts and a quiz the player can take.

P

6.9





JNP

Clock Tower 3

Developer	SunSoft
Publisher	Capcom
Release date	(jp) December 12, 2002
Genre	Survival horror
Mode	1 Player

Clock Tower 3 is the fourth installment in the Clock Tower series, and the first and only video game directed by Japanese film director Kinji Fukasaku.

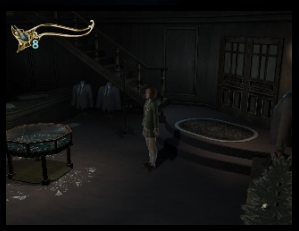
The plot and characters have very little relation with the previous Clock Tower games. The story follows 14-year-old Alyssa Hamilton who is part of a family lineage of female warriors who travel through time to defeat evil spirits. Alyssa travels from her time in 2003 London to the 1940s and 1960s in order to defeat these "Entities" and bring peace to troubled souls.

Clock Tower 3 is a survival horror game played from a fixed third-person camera perspective in which players control 14-year-old school girl Alyssa Hamilton. Clock Tower 3 is the first game in the series to incorporate direct control over the protagonist, as opposed to the point-and-click gameplay used in the previous games. To progress through the game, the player must find items to unlock new areas, solve puzzles, and flee and hide from enemies ("Subordinates"). Eventually, each Subordinate must be defeated in battle. Throughout each level, the player also encounters the spirits of innocent people slain by the Subordinates. These spirits will attack Alyssa if she approaches them. In order to pacify them, an item of sentimental value must be found and returned to the spirit's corpse.

Alyssa is given no weaponry during the majority of the game, other than a limited supply of holy water, which can be used to temporarily stun pursuing Subordinates. Within each level, the Subordinate can appear in any location after a set period of time, but also randomly or if Alyssa makes noise. They also appear in certain set locations. When one appears, it immediately begins to chase Alyssa, attempting to kill her. The player must either hide from or evade it. Evasion can only be accomplished in certain places, and each evasion point can only be used once. Using an evasion point does not kill the Subordinate, but instead renders them unconscious for a set time. The primary means of eluding one, however, is by hiding. There are multiple hiding points throughout each level, and each one can be used multiple times. However, hiding places are ineffective if the Subordinate sees Alyssa enter them.

Throughout most of the game, Alyssa has a "Panic Meter" visible on screen. If she is scared by a Subordinate, attacked by a spirit or simply frightened by her surroundings, the meter will begin to rise. If it fills, she enters "Panic mode". In this state, the screen starts flashing and Alyssa becomes difficult to control and begins stumbling and falling over. She is also unable to use holy water and cannot enter hiding spots. After a few seconds, she will momentarily freeze, covering her ears. Panic mode only lasts for a certain amount of time, and its duration can be reduced by using "Lavender water". However, if she is hit by a Subordinate while in Panic Mode, she will die instantly.

After the majority of each level has played out, Alyssa must confront the Subordinate who has been chasing her. At this point, her

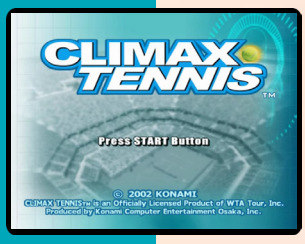


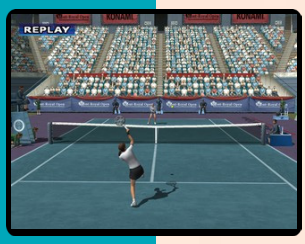
holy water bottle transforms into a longbow, allowing her to fight back. Each battle is confined to a single area, and both Alyssa and the Subordinate have onscreen life bars. During the fight, Alyssa must dodge attacks while firing arrows. In order to inflict any real damage, she must power-up her attacks. However, while powering-up, Alyssa cannot move or re-adjust her aim. This leaves her vulnerable to attacks, and makes it possible for her enemy to move out of her line of sight. A fully powered-up shot will tether the Subordinate to the ground. If it is transfixed with multiple powered-up shots, Alyssa can perform a highly damaging “Super attack”, killing or severely wounding it.

The game received mixed reviews and was a commercial failure, selling considerably less than anticipated. The presentation, writing, and graphics were positively received, with many critics praising the cutscenes and Fukasaku’s direction. However, the gameplay received criticism from multiple reviewsMore specifically, the boss fights and repetitive hiding and chasing gameplay mechanics were cited as weak, and the game itself was felt to be too short.

4.6

Climax Tennis: WTA Tour Edition



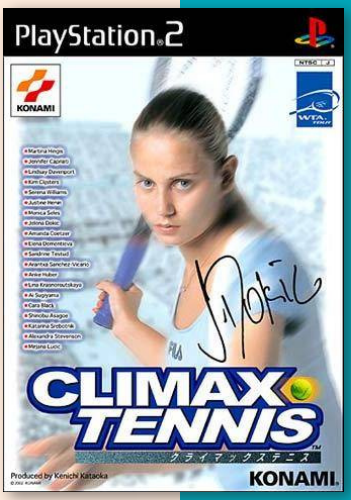


J

Developer	Konami
Publisher	Konami
Release date	(jp) January 17, 2002
Genre	Sports
Mode	1-2 Players

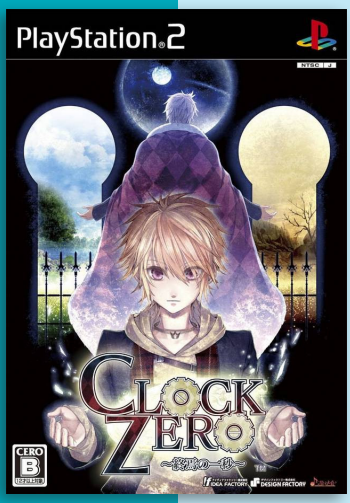
Based upon the women's tennis circuit, WTA Tour Tennis lets players take to the court with 20 professional players, including Jelena Dokic, Martina Hingis, Serena Williams, Jennifer Capriati, and Lindsay Davenport. Grass, clay, and hardcourt surfaces provide for significantly different play mechanics, such as lower bounce or faster ball speed.

"psxdatacenter.com"



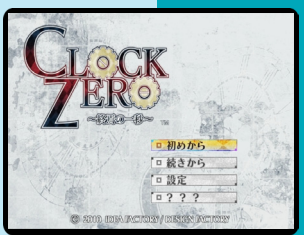
Clock Zero: Shuuen no Ichibyou

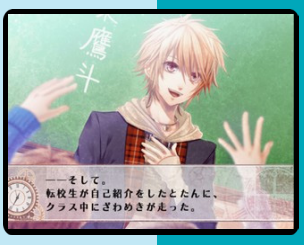
7.9



Developer	Otomate
Publisher	Idea Factory
Release date	(jp) November 25, 2010
Genre	Visual novel
Mode	1 Player

In this game, Kurou Nadeshiko is a 12 year old girl who goes to a wealthy school with her childhood friend. She hopes to one day become a doctor and every night she seems to have dreams about being in another world. The world is full of ruins and she herself is 10 years older. One day a transfer student named Kaido Takato comes to her class and she gets involved in an after school extra-curricular club which they call Clock Zero.





J

6.8

Clover Heart's: Looking for Happiness

J

Developer	Alcot
Publisher	NEC Interchannel
Release date	(jp) August 26, 2004
Genre	Visual novel
Mode	1 Player

This is a PS2 port of the PC hentai game, Clover Heart's. The game features two protagonists, twin brothers Hakuto and Itsuki. And during the course of the story, twin sisters Rea and Rio enter the scene and the love relationship between the couples starts to bloom during their lives together.

"mobygames.com"

Clover no Kuni no Alice

5.2

Developer	Quinrose
Publisher	Prototype
Release date	(jp) April 15, 2010
Genre	Visual novel
Mode	1 Player

Alice in the Country of Hearts is a Japanese female-oriented romance adventure visual novel. The game is a re-imagining of Lewis Carroll's classic Alice's Adventures in Wonderland.

The game is about Alice Liddell, an insecure girl, who meets a Peter White, the rabbit. He throws Alice into a hole that appears in her yard and confess his undying love for her.

J

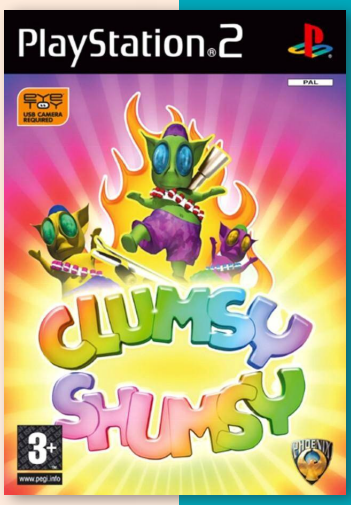
Clumsy Shumsy

2.0

P

Developer	Phoenix Games
Publisher	Phoenix Games
Release date	(eu) October 27, 2006
Genre	EyeToy
Mode	1-4 Players

Clumsy Shumsy is a EyeToy game where players play mini-games and interact with the aliens Shumsies. The 8 games included are; Alien Attack, Big Journey, Meteoritic Rain, Destruction Masters, Know your Colours, Stoker & Space,National Fitness Show and Delicious Fireworks.



Cluster Edge

7.0

Developer	Matrix Software
Publisher	Marvelous
Release date	(jp) September 14, 2006
Genre	Visual novel, Card-battle
Mode	1 Player

Cluster Edge for PS2 is a adventure game based on an anime. Player choose at the beginning of the game between a male or a female character, after that the can walk around school, talking to characters to get new cards, and duel with their cards.

The Limited Edition features a bonus CD.

J

4.9

Codename: Kids Next Door - Operation V.I.D.E.O.G.A.M.E.

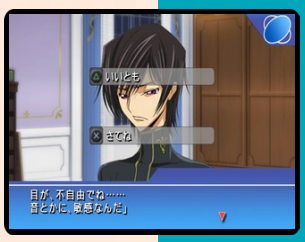
N P

Developer	High Voltage Software
Publisher	Global Star Software
Release date	Action-platformer
Genre	(us) October 11, 2005
Mode	1 Player

This action-adventure platformer is based on the Cartoon Network show. In each mission, players control a specific KND agent, and each agent has a unique play style: Numbuh One is a master of ranged weaponry, Numbuh Two pilots aircraft and spacecraft, Numbuh Three has extra platforming mobility, Numbuh Four is a melee brawler, and Numbuh Five uses stealth.

Code Geass: Lelouch of the Rebellion: Lost Colors

8.0



J

Developer	Namco Bandai Games
Publisher	Namco Bandai Games
Release date	(jp) March 27, 2008
Genre	Visual novel
Mode	1 Player

This was the second game based on the anime, Code Geass. Set in an alternate future, the game follows a new protagonist named Rai, who suffers from amnesia. He has a Geass ability, making him dangerous.

The anime voice actors for the characters were hired to provide over 15,000 words and dialogue snippets.

5.9

Club Football

P

Developer	Codemasters
Publisher	Codemasters
Release date	(eu) October 10, 2003
Genre	Sports
Mode	1-2 Players

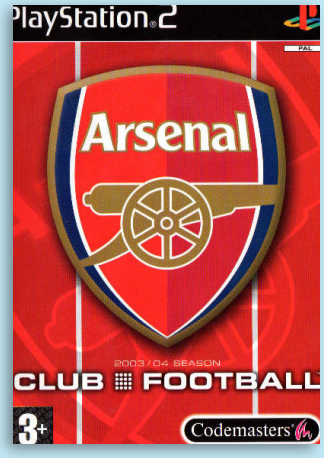
Club Football is a series of 17 soccer games, each individually tailored to some of the biggest teams in Europe. From Manchester United to Real Madrid, each game features bespoke content - including media archive clips of great goals and famous victories - and allows fans to add themselves to the 2003/04 starting line-up of their favourite side.

Real Madrid

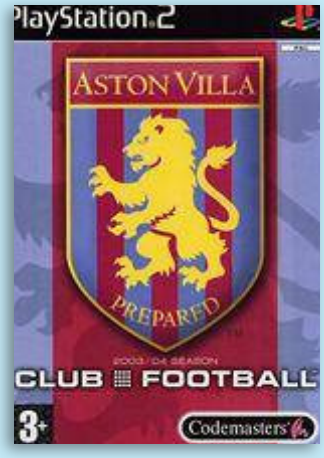
AC Milan

Ajax

Arsenal



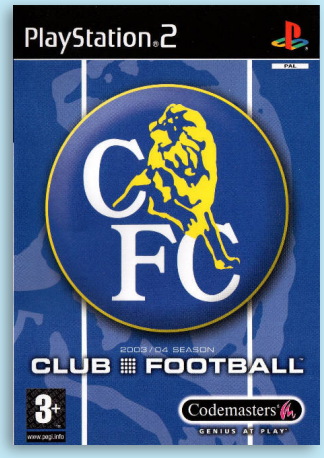
Aston Villa



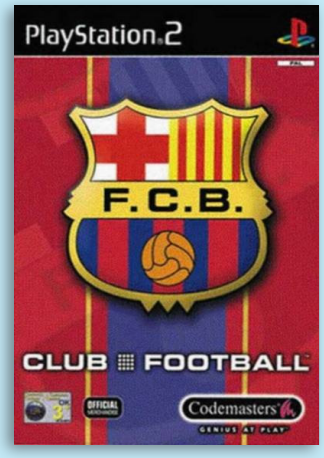
Borussia Dortmund

Celtic

Chelsea



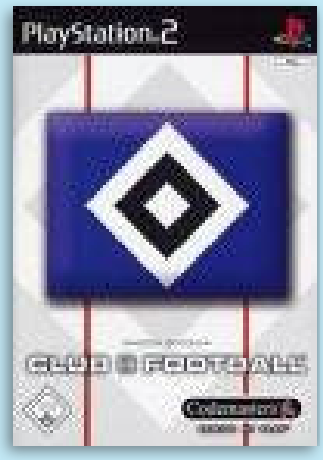
FC Barcelona



FC Bayern Munich

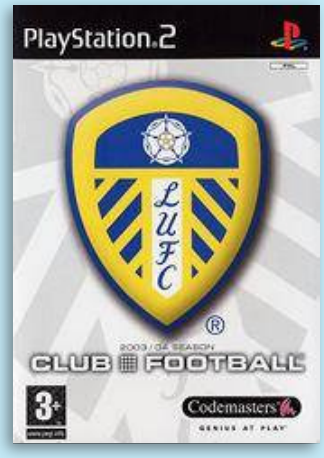
FC Internazionale

Hamburger SV

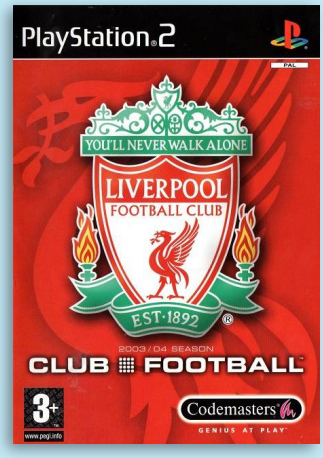


Juventus

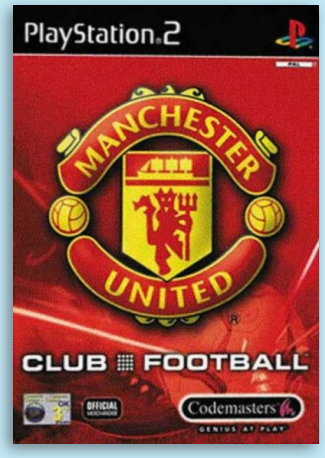
Leeds United



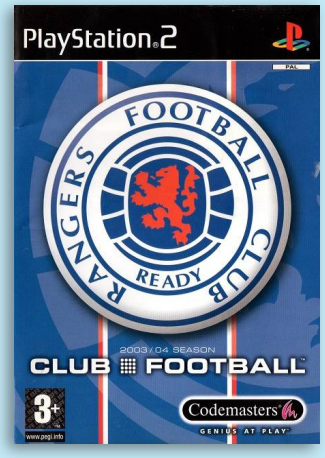
Liverpool FC



Manchester United



Rangers



Club Football 2005

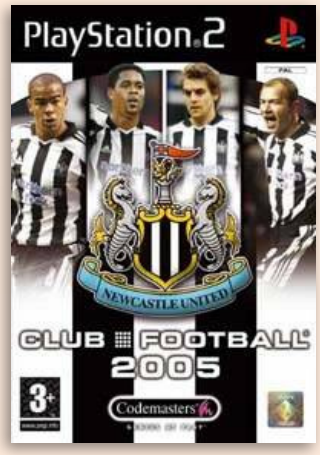
7.0

Developer	Codemasters
Publisher	Codemasters
Release date	(eu) November 12, 2003
Genre	Sports
Mode	1-2 Players

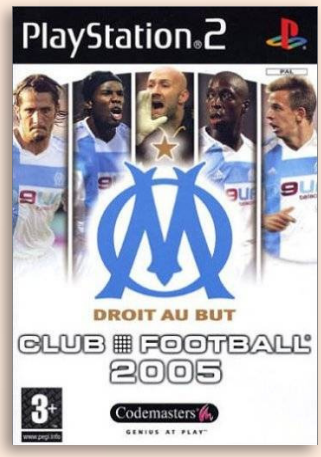
Club Football 2005 is a series of 21 club-specific football games. Each version has its own opening sequence, menu graphics, and packaging as well as a Club Album that contains facts and memorabilia from each clubs present. When playing the game players earn credits that can be used to unlock features as pictures and video clips. The gameplay from last years game has been improved with a new animation system as well as some new skills including dummies, close control and fakes.

The game comes with several different game modes. Players can play in Domestic, European and Custom leagues and tournaments. The Career mode lets them create themselves in the game to play with their team. Several scenarios has been included allows players to play classic matches from the history of their club. For new players is the practice mode that lets players prepare for the big matches.

Newcastle United

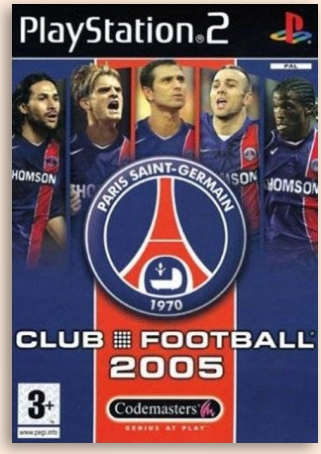


Olympique de Marseille

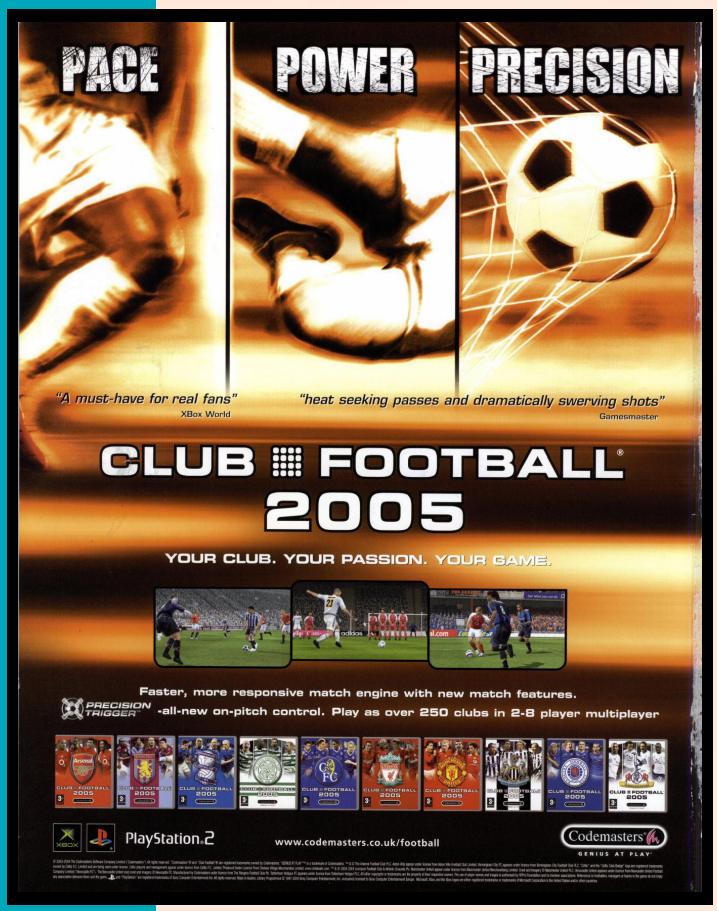


Birmingham City

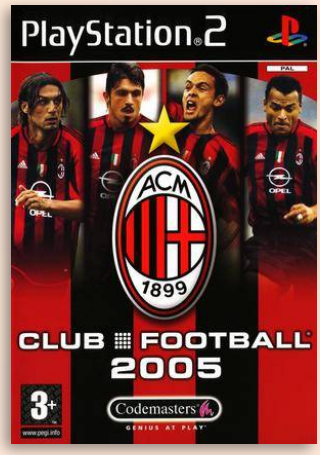
Paris Saint Germain



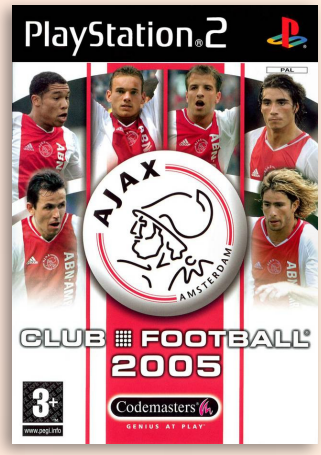
Hamburger SV



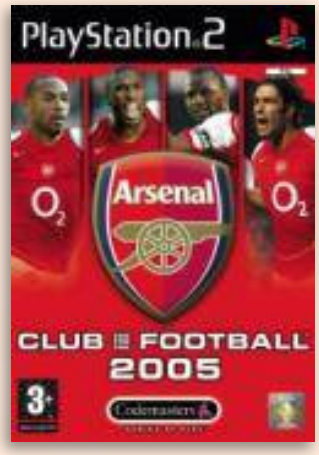
AC Milan



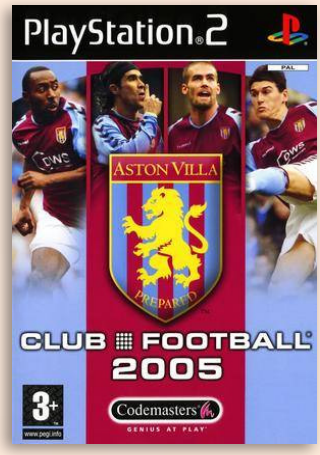
Ajax



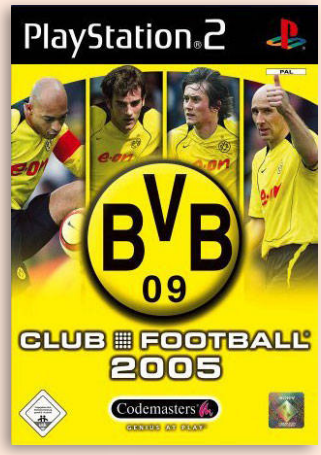
Arsenal



Aston Villa

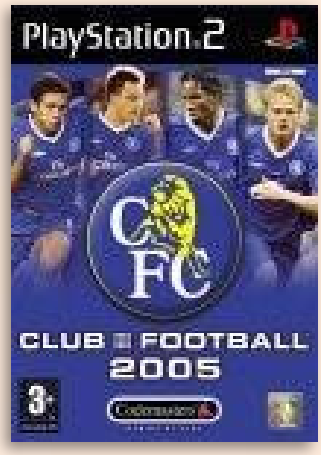


Borussia Dortmund



Celtic

Chelsea

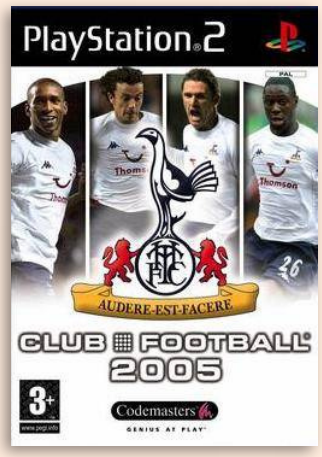


FC Barcelona

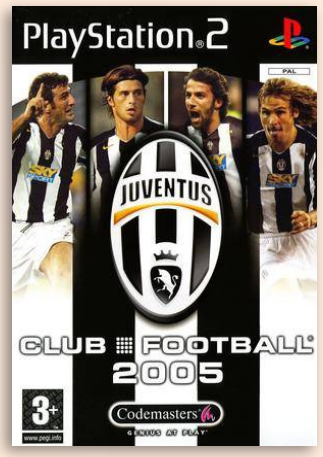
FC Bayern Munich

FC Internazionale

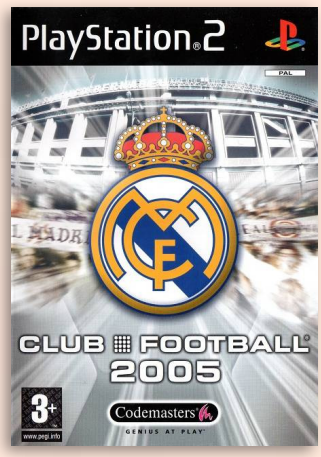
Tottenham Hotspur



Juventus



Real Madrid



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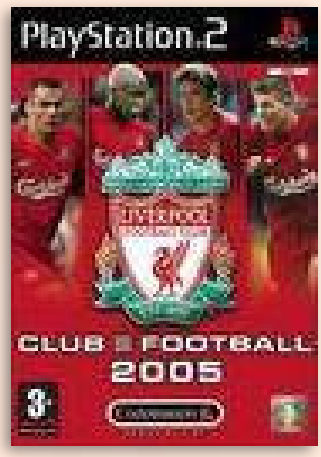
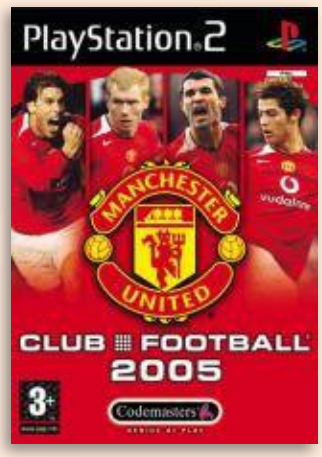
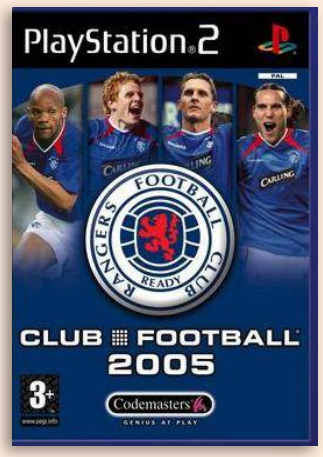


Manchester United



Rangers



Code Lyoko: Quest for Infinity

5.1

N P

Developer	Neko Entertainment
Publisher	The Game Factory
Release date	(us) July 21, 2008
Genre	Action-platformer
Mode	1 Player

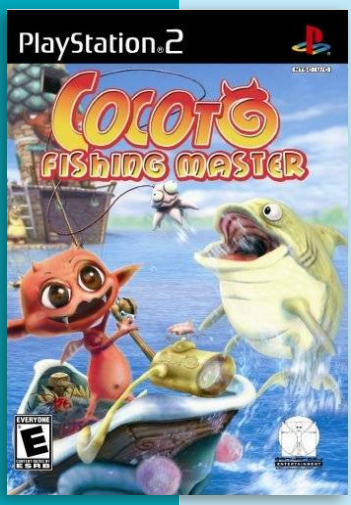
Code Lyoko: Quest for Infinity is based on the French animated television series Code Lyoko. The game loosely follows Season 4 of the original series.

Players take the role of one of the four heroes from the show, Ulrich, Odd, Yumi or Aelita, and fight across the virtual environment of Lyoko and the internet against the dangerous virus X.A.N.A. and his army of monsters.

"mobygames.com"

Cocoto Fishing Master

6.0



N P

Developer	Neko Entertainment
Publisher	Bigben Interactive, (us) Conspiracy Ent.
Release date	(eu) 2005
Genre	Sports
Mode	1 Player

In order stop a magical kettle from overflowing and defeat the evil Zaron, Cocoto embarks on a quest to wake the sleeping god Geo.

Catching fish is a three-step process. After finding a good spot Cocoto casts and then moves around the bait around until it gets the attention of a fish. Once a fish has seen the bait it must be followed until it bites, and then set the hook. Finally, the fish is reeled in.

Cocoto Funfair

5.8

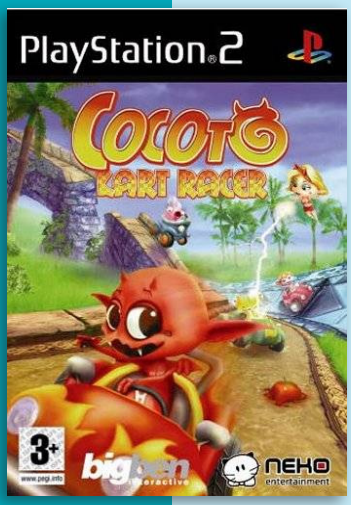
P

Developer	Neko Entertainment
Publisher	Bigben Interactive
Release date	(eu) 2006
Genre	Light-gun
Mode	1-2 Players

Cocoto: Funfair is a shooting gallery. The game can be played in single player and multiplayer for up to four players and offers an Arcade, Training, Dual and Tournament mode. The single player arcade mode can be played on three difficulty levels: easy, normal and hard. Over 40 different mini games are included, ranging from stationary to flipping and moving targets, as well as saving a damsel in distress from attacking monsters.

Cocoto Kart Racer

3.3



Developer	Neko Entertainment
Publisher	Bigben Interactive
Release date	(eu) March 2, 2005
Genre	Racing
Mode	1-2 Players

Cocoto Kart Racer is a kart racing game where players can choose to race as one of twelve creatures, each with their own features. Facing to loss of their power the creatures compete in a racing tournament with the winner claiming a mysterious cauldron and retaining their power. The racing tracks include speed strips and ramps. Power-ups can be picked up and used on opponents while racing.

P

Cocoto Platform Jumper

3.1

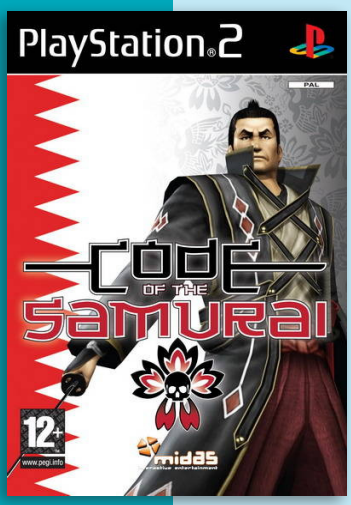
P

Developer	Neko Entertainment
Publisher	Bigben Interactive
Release date	(eu) July 2, 2004
Genre	Platformer
Mode	1-2 Players

Cocoto Platform Jumper is a circular 3D platform jumper with isometric camera angle. Players take the role of demon Cocoto in it's quest to save a secret of magma and it's demonic friends. For the most part of the game players run along circular platforms and fight monsters and bosses on their way to victory. Cocoto has several special abilities which will help it - some can be used to build temporary platforms and some to fight monsters.

Code of the Samurai

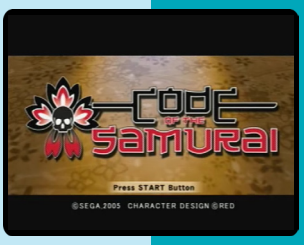
7.0

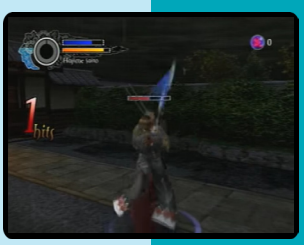


Developer	TOSE
Publisher	Sega, (eu) Midas Interactive Entertainment
Release date	(jp) February 10, 2005
Genre	Hack and slash
Mode	1 Player

Players, as a member of the Shinsengumi (the elite Samurai Police), fight their way through numerous mission based adventures. Each mission has specified and secondary targets for players to complete.

The game feature the Shinsengumi, characters proposed by Nobuhiro Watsuki and character designs by Hidenori Matsubara.

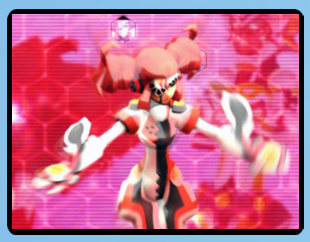


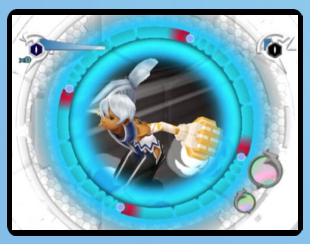


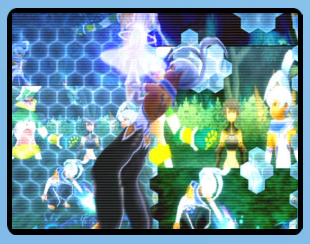
J P

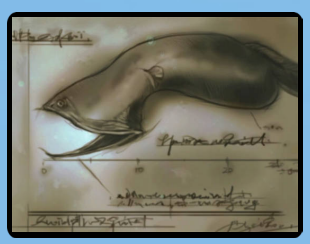
7.0

J









Code Age Commanders: Tsugu Mono Tsuga Reru Mono

Developer	Square Enix
Publisher	Square Enix
Release date	(jp) October 13, 2005
Genre	Action role-playing
Mode	1 Player

Code Age Commanders: Tsugu Mono Tsuga Reru Mono is a Japan-exclusive action role-playing game released for the PS2. It is part of the Code Age series, a franchise created by video game artist Yusuke Naora and designed to span different interweaved titles in multiple platforms and media. The series consists of Commanders, the mobile phone game Code Age Brawls, and the manga Code Age Archives.

Code Age Commanders is set in an "intraglobular world", a fictional hollow world similar to a Dyson sphere, with people living on its internal surface. The center of the sphere is occupied by the "Central Code", a spherical structure which goes through a transformation called "Reborn" about every ten thousand years, destroying all life on the globe and allowing for the birth of a new one.

The game begins near the end of a Central Code cycle, while mankind has learned about the impending disaster and built "Arks", flying stations intended to float in the sky and house most of them in a deep sleep state for the duration of the Reborn. The operation works for one hundred years before objects falling from the Central Code hit the Arks and cause them to crash to the surface. Its passengers die or awake, now at the mercy of those who remained on the ground as well as the Otellos; a new, warped species which arose from the dropped pieces of the Central Code. The Otellos seek humans to turn them into mindless puppets named "Coded", although the mutation fails on people from the Arks and results in free and extremely evolved hybrids called "Warheads".

Knowing this, several humans seek Otellos voluntarily to become Warheads and try to protect mankind with the powers gained from the mutation. Several armed factions form with differing points of view on the way to save the world, while the Reborn still has not been completed.

The events of the game unfolds successively from the viewpoints of four different Warhead protagonists. The first one is Gene, a young man who becomes amnesic after the Arks accident. He is the son of professor Alvin, one of the builders of the Arks, who disappeared some time after the accident.

The second protagonist, Fiona, is a soldier of the White Army of Guinevere. Fiona is initially very loyal to Guinevere, but becomes more reluctant following the death of a friend and the commander's changing, more dominating behavior.

The third protagonist is Gerald, a member of the Black Army of Sullivan. Also very loyal, Gerald nevertheless wonders why people do not unite to face the common threat represented by the Otellos.

The fourth and final protagonist is Haze Healy, a member of the Keepers; a faction opposed to both White and Black Armies.

Code Age Commanders is an action role-playing game divided in missions, in which the goal is to fight enemies called "Coded" to reach a certain area of the map, where a

boss must sometimes be defeated. The player controls one character while other allies are computer-controlled and must not die for the mission to be successful. Between two missions, the player can select in a menu numerous optional cut scenes to watch and which reveal the memories of the Coded defeated, while stages already completed can be re-explored. The game features four successive main playable characters, and items and skills learned by one is each time passed to the next.

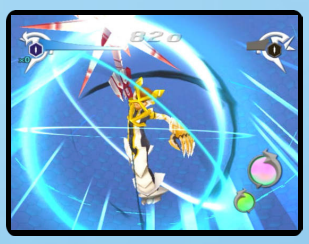
Weapons are equipped on both hands of the characters and are used with the circle and cross buttons. Pressing both buttons in succession is necessary to execute combos. The other buttons are used to lock focus onto an enemy, guard, dash, or manually change the camera angle. The number of attacks and blocks is limited by an energy meter for each arm, which decreases after each move but replenishes with time.

A third meter increases after each combo and allows when maxed out to perform a "Code Drive" attack. Executing Code Drives frequently can cause the weapon used to upgrade, or the character to go into a "Code Crisis"; a mode which reduces speed and renders immune to attack, but slowly drains hit points.

In addition to Coded, enemy creatures include "Otellos", which can either be defeated normally or be absorbed, mutating one of the protagonist's arm into a new form with new abilities. Depending on their types, absorbed Otellos can be used to fight, heal or be shot as a projectile weapon.

Characters do not level up in a way similar to standard role-playing games; instead, stats evolve according to two coexistent systems.

The second system is the "Code Extension" mode, in which Code Points can be spent on either of the two arms or up to four body slots to increase their stats or acquire new skills. Code Points are earned after each mission in amounts that depend on the quantity of "Dropped Code" collected from defeated enemies, as well as mission clear time, and damage done and taken.

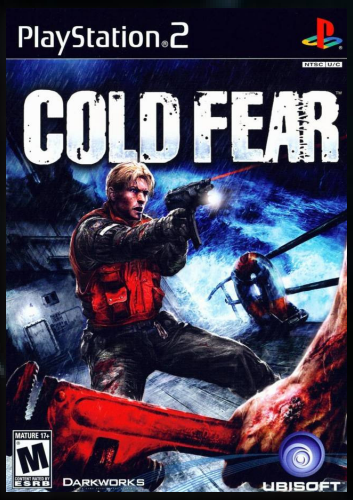


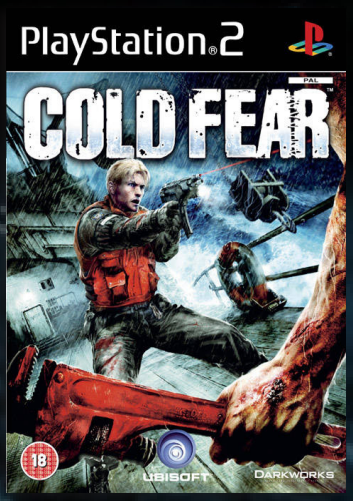
Conceptual work by Yusuke Naora, the producer of the Code Age franchise, began in 2002; and Code Age Commanders was officially announced in the April 2005 edition of the Japanese gaming magazine Famitsu. The development team was nicknamed "Warhead" and specifically assembled for the game, with its lead developers Yusuke Naora and Toshiyuki Itahana belonging to the art field rather than project management. Several connections to the mobile phone game Code Age Brawls and the manga Code Age Archives were put throughout the game, so that information learnt from it could be used by players and readers of the other installments to understand the full picture.

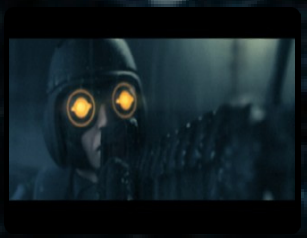
The focus on customization features in the game was designed by Naora to appeal to the American market. A trailer of the game was featured at the Los Angeles E3 in 2005, although Naora later commented that a North American release date was not yet set as there were concerns about competing with the soon-to-be-released PlayStation 3. While the gaming website RPGamer reported at one point a 2006 release in North America, the game was eventually released only in Japan.

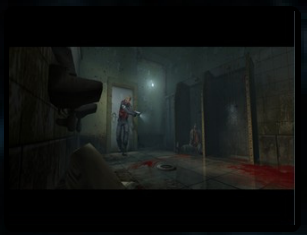
The game scored 32 out of 40 in the Japanese gaming magazine Famitsu; 7.5 out of 10 in the American Play Magazine; and 78 out of 100 on the gaming website GameBrink.Com. Nevertheless, the gaming site Siliconera reported overall low sales in Japan and attributed the absence of a North American release to this lukewarm response.

6.8









Cold Fear

Developer	Darkworks
Publisher	Ubisoft
Release date	(eu) March 4, 2005
Genre	Survival horror
Mode	1 Player

Cold Fear is centered on Tom Hansen, a member of the United States Coast Guard, who comes to the aid of a Russian whaler in the Bering Strait and finds a mysterious virus has turned the crew into zombie-like creatures. Discovering the involvement of both the Russian mafia and the CIA, Hansen sets out to ensure the virus doesn't reach land.

Cold Fear is a survival horror third-person shooter played from either a third-person fixed camera perspective or an over-the-shoulder camera, depending on the player's preferences.

The main enemies in the game are Russian mercenaries and various types of zombie-like creatures known as "Exos" (creatures infected by a parasitic organism known as an "Exocel"). Exos include "Exomutants" (mercenaries infected with Exocels), "Exoshades" (creatures which can see perfectly in the dark), "Exospectres" (which can turn transparent for brief periods of time) and "Exomasses" (a hugely strong but deformed creature created as a result of a failed experiment). Most infected enemies can be knocked down with two or three shots, but unless the brain is destroyed, they will not die, and will eventually attack Hansen again. Players can destroy the brain either by shooting enemy in the head, or knocking them down and stomping on their head. If an enemy gets close to Hansen, the player can perform a critical hit by pressing a combination of buttons. All exos carry at least one exocel within them. When the exo is killed, the exocel may emerge and attack Hansen, or, if there are any other dead bodies in the area, infect and re-animate that body. Exocels are fast, but very weak and can be killed with one gunshot.

The first half of the game is set on a whaler in the middle of a storm, and the conditions on the deck affect the degree of control the player has over Hansen. As the ship sways continuously from side to side, aiming is made more difficult, although Hansen can grab onto a ledge to steady himself, if one is available. In some instances, the ship can sway to such a degree that Hansen will slide towards the edge and potentially fall overboard. There are also numerous environmental hazards on the deck which react to the motion of the ship, such as swinging electrical wires and crates hooked up to ropes. If any of these items hit Hansen, he will lose health. Waves crashing on to the ship's deck can also cause Hansen damage.

The game also features a Resistance gauge, which decreases as the player performs certain actions, such as running. If Hansen falls off the edge of the ship, he can hang onto the side as long as he has resistance left, but if he doesn't climb back aboard quickly enough, he will fall into the ocean.

The game does not feature an inventory, and neither health packs nor ammo can be stockpiled. Health packs are used immediately upon collection, and no more ammo can be collected than the capacity of the specific weapon. Players can find ammo and health packs distributed throughout the

the game at certain predetermined locations and also by looting the bodies of fallen enemies.

Cold Fear was first announced at E3 in 2004 when the title was included on a list of upcoming games. According to Sony, the game was set to be published by Namco. On October 6, however, Ubisoft announced they would be publishing the Darkworks developed game in March 2005 for PlayStation 2, Xbox and PC. The game would be Ubisoft's first horror game, and Darkworks' second game, after Alone in the Dark: The New Nightmare in 2001.

To make the Eastern Spirit roll realistically in the storm, the developers had to write a completely new program. They found that making the ship move was easy, but getting it to respond to storm conditions was much more complex. As such, they created a complete roll editor, called the Darkwave editor, which allowed them to control the pitch (when the ship moves on the horizontal axis) and the roll (when it moves on the vertical axis) separately. The combination of moving the ship on both axes allowed the developers to create realistic ship movements. This in turn allowed them to time the exact movement of the ship to coincide with what was happening in the game without having to use a cutscene. However, creating such a realistic movement system led to camera problems. According to programmer, Claude Levastre, early in development, "*the camera was constantly going through the walls because of the roll movement. So we had to develop an inertia-control system for the camera, just as if a cameraman is using a steadicam behind the hero.*" Another change brought about by the ship's motion was that initially, the movement patterns of inanimate objects on the ship were scripted, but this was later replaced with real physics. The ship's

The ship's constant movement also impacted character animation. Once the ship's movement reached a certain angle, Hansen and any other characters on deck start to slide, and have to compensate in whatever direction was necessary relative to their position. According to Levastre, this meant Hansen required nine times the animations usually seen in third-person games (center, front, back, left, right and four intermediary positions). Ultimately, Hansen had two hundred and fifty separate animations, and most of the non-player characters had one hundred and fifty. According to Antonin Delboy, lead animator on the game, *"all the technical decisions were taken in favor of animation, both in terms of quality and quantity, which is very rare on this kind of project."* Basic animation was produced with 3D Studio Max software. Inverse kinematics were then used to create the nine directional animations, with the engine calculating the level of character compensation depending on the angle of the ship. Each character movement is composed of basic animation and compensation animation, and Delboy says that in total, the game contains more than nine hundred animations, allowing for over five thousand possible movements. Levastre stated *"The interaction between the storm and the characters that are on the deck sometimes creates some really breathtaking moments. And on top of that, we managed to offer some really intense action sequences featuring far more enemies than in most horror games."*

Cold Fear was met with mixed reviews, with many critics comparing it unfavorably to Resident Evil 4. Although critics were generally impressed with the environments and the opening scenes, they found the game too short and felt it failed to live up to its promising beginning.

And the Lord replied,

"My child, I was with you

through all your travels,

but along the most difficult paths

when there were no prints in the sand,

that is when I carried you."

Race rally style in 8 countries
on over 40 tracks.

Drive 15 high-performance,
fully destructible licensed vehicles.

Experience some of the best-looking
graphical environments and effects ever.

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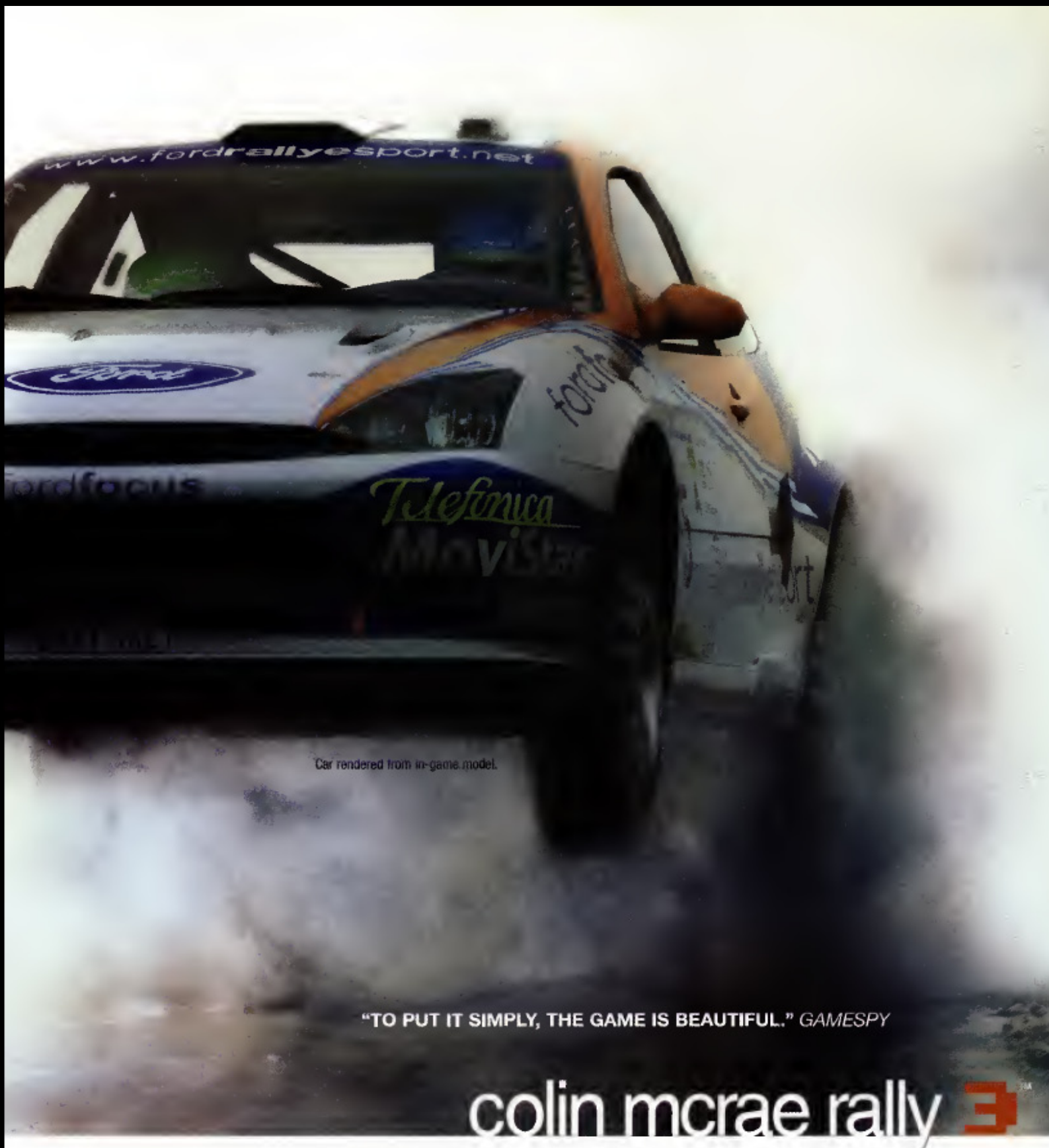

Car rendered from in-game model.

"TO PUT IT SIMPLY, THE GAME IS BEAUTIFUL." *GAMESPY*

colin mcrae rally 3

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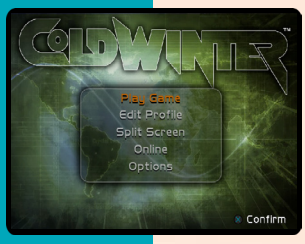
7.3

Cold Winter

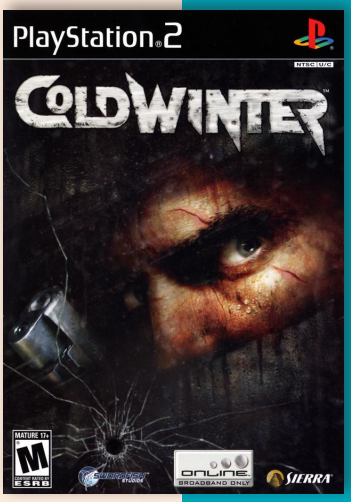


Developer	Swordfish Studios
Publisher	Vivendi Universal Games
Release date	(us) May 11, 2005
Genre	First-person shooter
Mode	1 (-8) Players

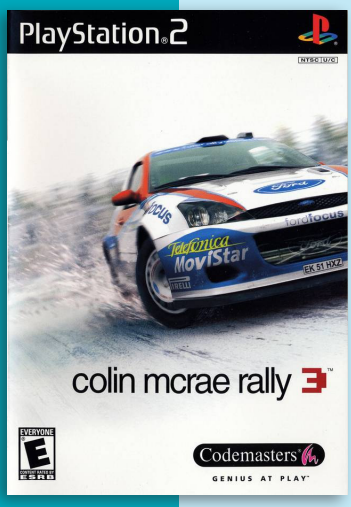
In Cold Winter, players take the role of Andrew Sterling, a former member of MI6. Andrew is caught preparing to assassinate someone in China, and is thrown into prison. A former friend from his MI6 days rescue him and offers him a job.

The game uses the Karma Physics engine, allowing for interactivity with items in the game world and for ragdoll effects. Cover can also be improvised by using objects in the environment; for example, the player can flip a table to provide cover or grab a table and block a door. Over 30 weapons are available.

The game offers a multiplayer component that supports up to four players offline and eight players online; in the offline mode, human players may be substituted for CPU-controlled.



Colin McRae Rally 3



Developer	Codemasters
Publisher	Codemasters
Release date	(eu) October 25, 2002
Genre	Racing
Mode	1-2 Players

8.6

Colin McRae Rally 3 is a racing video game developed and published by Codemasters for Xbox, PS2 and Windows. It is the third game in the Colin McRae Rally series and features rally cars from the 2002 World Rally Championship.

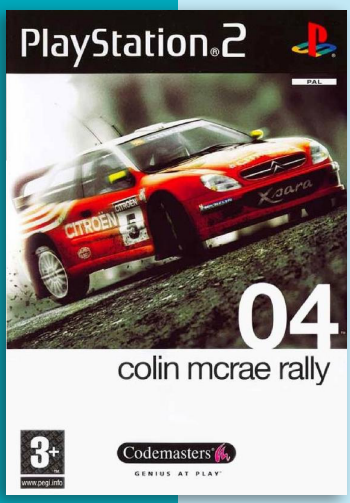
Players are given 3 seasons to win the world rally championship, racing the Ford Focus RS RWC. In each season there are 8 competitions, staged in Australia, the USA, England, Sweden, Japan, Greece and Finland. Each competition has 6 stages set around different landscapes, and a special head-to-head stage at the end. Players are out to beat the clock, and the time set by the opposing teams, on each occasion.

Along the way players can alter and modify the Focus' setup, from the wheels used, gearboxes, brakes, suspension and so forth.

"mobygames.com"

Colin McRae Rally 04

8.7



Developer Codemasters
Publisher Codemasters
Release date (eu) September 19, 2003
Genre Racing
Mode 1-4 Players

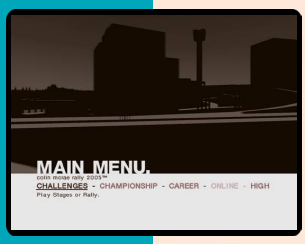
Colin McRae Rally 04 is the fourth game in the Colin McRae Rally series. Codemasters declined to release the PlayStation 2 and Windows versions in North America on 29 January 2004. Like all other Colin McRae Rally games, it is a blend of simulation and arcade style handling.

There are six championships to complete in the game. There are 4 classes of cars: 4WD, 2WD, Group B and Bonus. The bonus class are cars that are not usually raced in rallies. These cars are only here for extra pleasure. The game has rally tracks in 8 countries with a total of 52 stages.

This fourth incarnation of the Colin McRae Rally series, unlike in the previous three games, has no official WRC team license. All of the cars' liveries are either fictitious or taken from championships other than the WRC. Nicky Grist is replaced by Derek Ringer as the primary co-driver voice in the game.

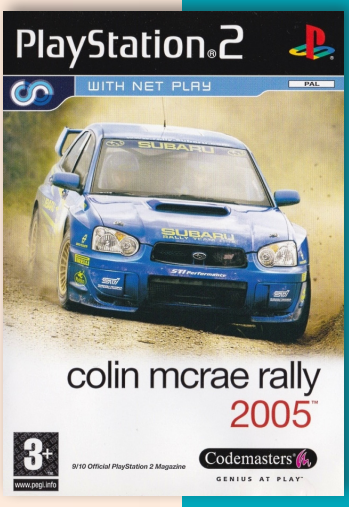
Colin McRae Rally 2005

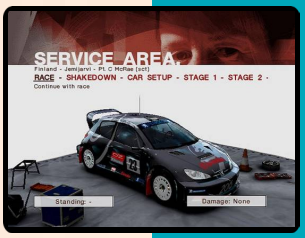
8.3



Developer Codemasters
Publisher Codemasters
Release date (eu) September 22, 2004
Genre Racing
Mode 1-4 (8) Players

As with previous games in the series, Colin McRae Rally 2005 is presented as a realistic rally simulation, with players participating in rallies consisting of 70 stages spread over nine countries. There are over 30 cars available. There is also a revised graphics and damage engine that enables paint scratches on the car, and a new 'career' mode where the player starts out in the lower club leagues and works their way up to compete with Colin McRae in his 2004 Dakar Rally Nissan Pick-Up. In 'Championship' mode the player takes the role of Colin himself competing in six rallies using any 4WD car. The game's graphic engine allows for more realistic damage effects and a blurred vision effect if the player comes into contact with a hard object.

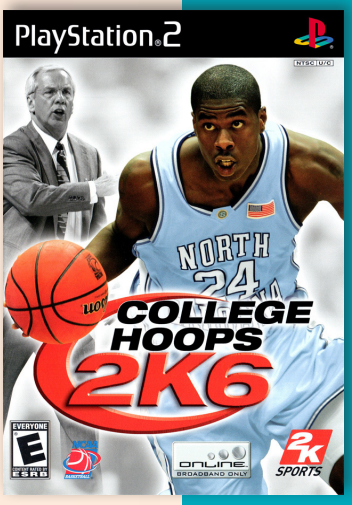




College Hoops 2K6

7.7

Developer	2K Sports
Publisher	2K Sports
Release date	(us) November 30, 2005
Genre	Sports
Mode	1-4 (10) Players



College Hoops 2K6 is an American college basketball game which was initially released on November 21, 2005 for the Xbox and later released for PS2 and Xbox 360. It was the first instalment of the series to appear on a seventh generation video game console (in this case the Xbox 360). It also marked the first time since the original NCAA College Basketball 2K3 that the series was without an ESPN license.

The game includes over 30 In-Season Tournaments. Over 30 In-Season Tournaments including the Great Alaska Shootout, Preseason NIT, 2K Sports Classic benefiting coaches vs cancer and more. Players can also visit High School camps, watch, or play with the top prospects in the country to see how they perform in drills and scrimmages.

College Hoops 2K7

Developer	Visual Concepts
Publisher	2K Sports
Release date	(us) December 11, 2006
Genre	Sports
Mode	1-4 (8) Players

6.9

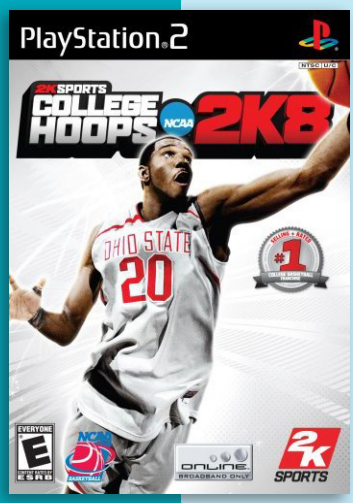
College Hoops 2K7 was initially released for the Xbox and Xbox 360 and released later for the PS2 and PS3. It is the 5th installment of the series, which began with NCAA College Basketball 2K3. Philadelphia 76ers guard J. J. Redick was a special correspondent to the development of the game and added his signature shot style in motion capture.

Every school competing in Division I NCAA College Basketball is included in 2K7, including D-1 transitional independents (such as New Jersey Institute of Technology). The game also features the ability to change and modify rosters.

Coaches Roy Williams, Lute Olson, Billy Donovan, John Calipari, Jay Wright, and Sidney Lowe lend their likenesses to the game. There is a preview show with hosts Greg Gumbel and Clark Kellogg.

College Hoops 2K8

6.6



Developer	Visual Concepts
Publisher	2K Sports
Release date	(us) November 19, 2007
Genre	Sports
Mode	1-7 (10) Players

Almost every school competing in Division I NCAA college basketball at the time is included in 2K8, including recent additions South Carolina-Upstate, Cal State-Bakersfield and Florida Gulf Coast. Not included were Presbyterian College and North Carolina Central, D-1 independents. Also, Centenary College of the Summit League was unlicensed and instead named UL-Calcutta. The game also featured the ability to change and modify rosters and share them online via the newly introduced 2K Share feature. The real coaches feature was dropped from this game, possibly because the coaches chose not to renew their contracts and all of the coaches are unnamed.

The College Hoops series was put on hiatus in 2008 as 2K Sports declined to seek the college license for a 2K9 release. EA Sports got the contract before 2K did, so EA would make college basketball games from there on.

N

Colosseum: Road to Freedom

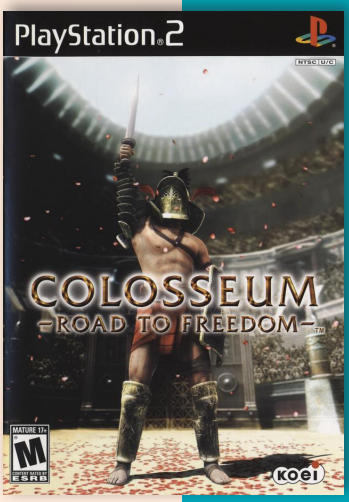
5.6

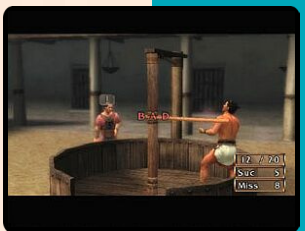
J N P

Developer	Goshow
Publisher	Koei, (jp) Ertain
Release date	(jp) February 17, 2005
Genre	Fighting, role-playing
Mode	1-2 Players

Colosseum: Road to Freedom, originally Gladiator: Road to Freedom in Japan, is a hybrid fighting role-playing video game loosely based on the Roman Empire around the time of the Emperor Commodus.

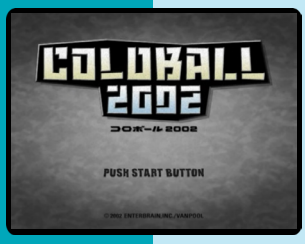
The game has the player take on the role of a slave that must partake gladiatorial games in order to earn enough money to purchase his freedom. The majority of the game is spent training the player's character and fighting in arena battles. The story in Colosseum takes a backseat in order to allow a higher degree of open-ended gameplay. Players have the freedom to tailor their game avatar to their liking depending on how they answer questions prior to gameplay. Before entering the arena players can participate in training sessions, allowing them to improve their skills.





Coloball 2002

5.6

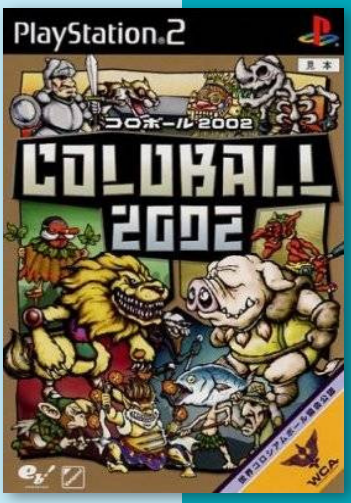


J

Developer	Vanpool
Publisher	Enterbrain
Release date	(jp) June 27, 2002
Genre	Turn-based strategy
Mode	1-2 Players

Coloball 2002 is a head-to-head turn-based strategy role-playing game for the PS2. The title Coloball is short for "Colosseum Ball," and although the game is touted as a sports adventure game, it is most similar to an RPG board game. The game feature unique pieces (or cards) that behave differently from one another, and often allow players to supercede the game's basic ruleset.

"Wyrdwad@rpgfan.com"



Colorful Aquarium: My Little Mermaid

8.0

Developer	Nine's Fox
Publisher	Nine's Fox
Release date	(jp) October 25, 2007
Genre	Visual novel
Mode	1 Player

In this game, the player character is left alone his house, doing the chores and going to school. His childhood friend, Izumi, is staying with him. One day, another childhood friend with two maids come to his house. Now he is living with a bunch of girls, any of them capable of stealing his heart.

The First Print Limited Edition came with a Drama CD titled "Bishoujo Sentai Pikarinja Kessei!!?"

J

Colorful Box: To Love

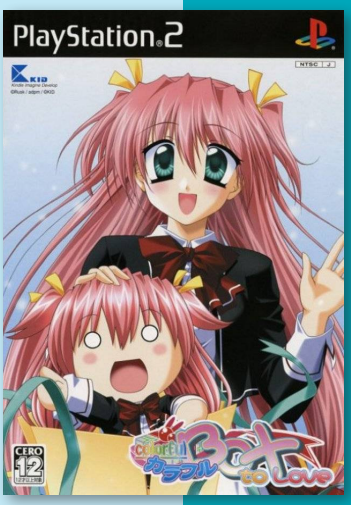
7.6

J

Developer	Kid Genius Pty Ltd.
Publisher	Kid
Release date	(jp) May 27, 2004
Genre	Visual novel
Mode	1 Player

Colorful Box - To love is a port of a PC game, with new events, new CG and an new opening with a new background song.

The game is comical love-adventure game set in a school. Players take the role of Narumi Morizuki, who's been selected to work on the school festival committee. The game takes place over a one month period and has players interact with six different girls.



Colorio: Hagaki Print

Developer	Epson
Publisher	Epson
Release date	(jp) December 7, 2000
Genre	Miscellaneous
Mode	1 Player

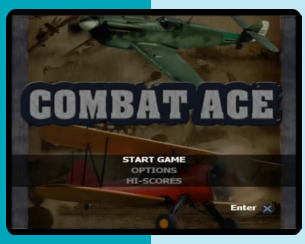
This is a printer software were users can print out postcard sized pictures from their PS2.

The printer connects to the USB port in the console. Pictures can be taken from digital camera via a memory card slot installed in Hagiwara Syscom's card reader. The software is compatible with the printer models; PM-900C / 880C / 780C / 3500C.

J

5.6

Combat Ace



Developer	Phoenix Games
Publisher	Phoenix Games
Release date	(eu) October 13, 2006
Genre	Shooter
Mode	1 Player

Combat Ace is a budget title developed and published by Phoenix Games for the PS2. The game was only released in Europe and Australia.

The game is a simple air plane shooter. It feature different weapons with guns and missiles for players to choose from.

P

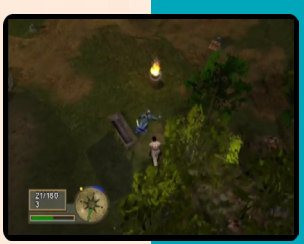
Combat Elite: WWII Paratroopers

5.4

Developer	BattleBorne
Publisher	SouthPeak Games
Release date	(us) November 21, 2005
Genre	Action-adventure
Mode	1-2 Players

Combat Elite: WWII Paratroopers is a single player based top down action role-playing game set in World War II. The game was originally going to be published by Acclaim Entertainment, but the company went bankrupt and the games release got delayed.

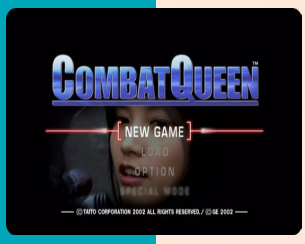
Upon release, the game received mixed to average reviews.



N

Combat Queen

6.8



J

Developer	General Entertainment
Publisher	Taito Corporation
Release date	(jp) August 1, 2002
Genre	Action, Shooter
Mode	1 Player

Combat Queen is an FMV-based rail shooter in the Digital Pictures tradition. Each stage consists of multiple shooting-gallery sections where the player must destroy oncoming insects against a video backdrop. These are connected by short scenes of the characters interacting, moving the story forward. Certain sections also feature basic third-person walking and shooting in the vein of Resident Evil.

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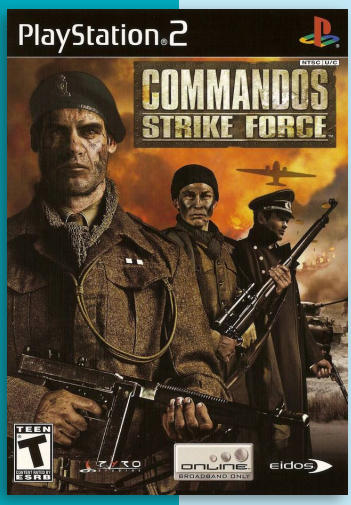
Commandos: Strike Force

5.8

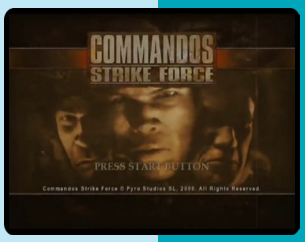


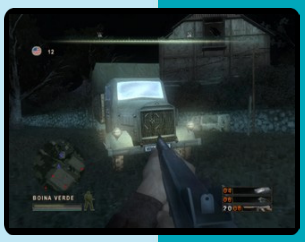
Developer	Pyro Studios
Publisher	Eidos Interactive, (jp) Spike
Release date	(eu) March 17, 2006
Genre	First person shooter
Mode	1 (-8) Players

Commandos: Strike Force is a first person tactical shooter video game and the fifth and final installment of the Commandos series.

This game makes a departure from the first four games. Although the missions are set up in a similar fashion (several different objectives, some to be achieved through stealth, others through use of force) and in most occasions the player is allowed to change between different characters, this is the first game in the series to apply a first-person perspective, like many other World War II-inspired games, in contrast to the overhead view of the earlier games. Hence, the game is far more similar to the Medal of Honor or Call of Duty games than to earlier entries of the series.

The game was met with mixed reactions, especially from those coming from fans of the earlier games in the series. These fans felt that Strike Force lacked the trademark difficulty of the previous games. Similarly, it was promoted as mixing elements of strategy from the past games with traditional first-person shooter gameplay, but instead only hinted them while being predominantly action oriented. As a result, both critics and fans felt it did little to distance itself from the recent flood of similar games.

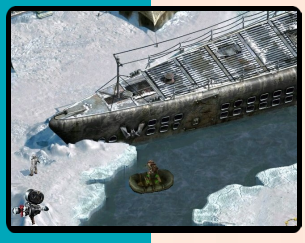




J N P

Commandos 2: Men of Courage

6.7



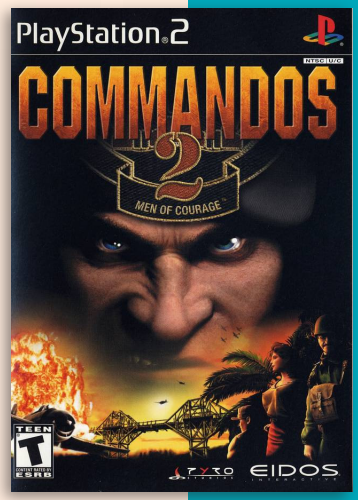
Developer	Pyro Studios
Publisher	Eidos Interactive
Release date	(us) August 28, 2002
Genre	Real-time tactics
Mode	1 Player

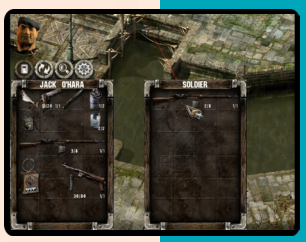
Commandos 2: Men of Courage is a sequel to Commandos: Behind Enemy Lines and the second installment of the Commandos series, and is the only strategy game of the series to be designed not only for Windows, but also for PS2 and Xbox.

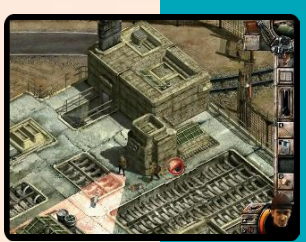
The game sees players taking control of a squad of commandos, along with various allied units, as they sneak behind enemy lines to accomplish various missions in World War II, between 1941 and 1944, that will help them to thwart the war efforts of the Germans and the Japanese. The game features several improvements to the gameplay from its predecessor, including the ability to use enemy weapons and explore interior locations, the inclusion of three new commandos, a number of new skills for the original six members along with their other abilities, and new pieces of equipment to help overcome the enemy.

Players take part in a series of twenty-two missions - two training stages to get used to controlling the commandos; ten story missions; and ten bonus missions that feature unique challenges and situations to complete, but are only accessible after each story mission is completed, if the player acquires a set of books marked “BONUS” within each of them. Each mission in the game features a series of objectives, divided between main and secondary, that the player needs to complete in order to finish a mission, including securing an escape route from an area, as well as clues to where players can find supplies or locate useful assets to help them with their mission; while briefings for each mission outline most objectives and clues, others are provided through completing current objectives or clues the player has knowledge of (i.e. If an objective is to contact someone and the player completes this, the contact might provide an additional objective and/or clue for the player to use).

While the PC version of the game was well received, the console versions received less favourable reviews. Many reviewers found that the controls were much less intuitive and easy to use than the PC controls and that they made the game more difficult as a result.

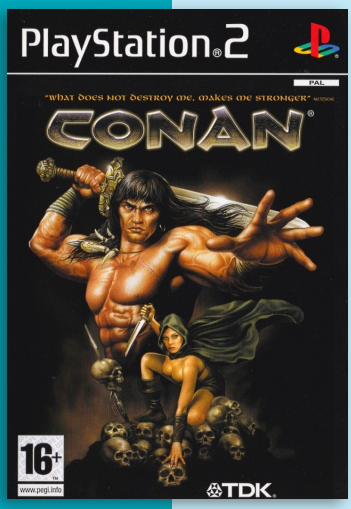




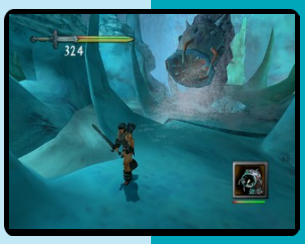


Conan

5.3



Developer	Cauldron Ltd.
Publisher	TDK Mediactive
Release date	(eu) May 7, 2004
Genre	Action,-adventure
Mode	1-2 Players



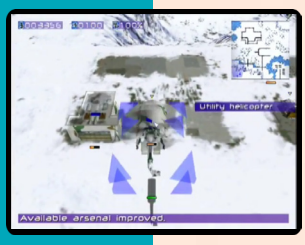
Conan is a 3D hack'n'slash action title which blends RPG elements by awarding experience points for each defeated enemy. Said points can be spent on a plethora of fighting skills which are then triggered via a simple combo system for spectacular results as Conan battle hordes of human warriors and supernatural monsters from beyond in his quest for revenge.

"mobygames.com"

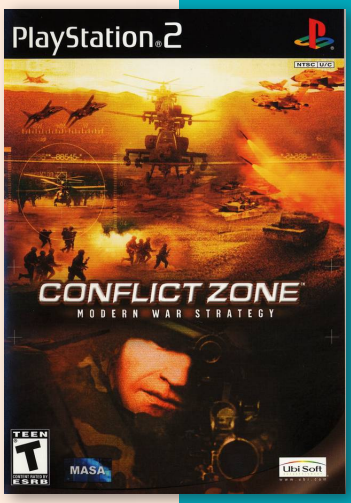
P

Conflict Zone

4.7



Developer	MASA Group
Publisher	Ubisoft
Release date	(eu) August 16, 2002
Genre	Real-time tactics
Mode	1 Player



Conflict Zone is a modern-day war game. The players every move is being watched by the media so they'll have to act right to make a good impression, like rescue civilians, etc. The impression the players make will also determine how much money they will get for their missions, so there is no resource management.

"mobygames.com"

N P

Conspiracy: Weapons of Mass Destruction

5.6

Developer	Kuju Entertainment
Publisher	Oxygen Interactive
Release date	(eu) June 17, 2005
Genre	First-person shooter
Mode	1 Player

Conspiracy: Weapons of Mass Destruction is a first person shooter built on the Fire Warrior engine. As Cole Sullivan, players will be assigned to missions around the globe, including places such as the South American jungle and the Arctic Circle. The game contains typical FPS weapons such as the machine gun, the sniper rifle and the rocket launcher.

P

Conflict: Global Terror

6.2

Developer	Pivotal Games
Publisher	SCi, (us) 2K Games
Release date	(eu) September 30, 2005
Genre	Third-person shooter
Mode	1-4 Players

Conflict: Global Terror, also called Conflict: Global Storm, is the fourth installment in the Conflict series. The action focuses on an elite rapid response special forces unit, using the four original members of the Desert Storm series and a new member. Bradley, Foley, Connors, Jones and Sherman must overcome terrorists over many different countries, including Colombia, Egypt, the Philippines, Kashmir, South Korea and Chechnya.

The game plays primarily in third person perspective with controls similar to a standard first person shooter. The player directly controls one member of the team but can issue commands to teammates. The player can also swap direct control between any of the four characters on the fly. Such a control mechanism is designed to allow tactical play to emerge, with many players preferring a "slow and steady" approach, unlike many contemporary first- and third-person shooters.

N P

Conflict: Vietnam

5.8

N P

Developer	Pivotal Games
Publisher	SCi, (us) Global Star Software, (eu) Square Enix
Release date	(eu) September 3, 2004
Genre	Third-person shooter
Mode	1-2 Players

Conflict: Vietnam is the third installment in the Conflict series.

The game has the player taking control of a squad of four 101st Airborne Division soldiers on the eve of the Tet Offensive in 1968.

Multiplayer allows two players to each control two of the squad's four men and take on Viet Cong members and North Vietnamese forces.

The game received "mixed" reviews according to Metacritic. The Times gave the game three stars out of five and said, *"It is the clichéd choice of music played on the camp radio that makes you wonder whether it is worth delving deeper into this game,"* citing the use of "Paint It Black" in the TV series Tour of Duty and of "Nowhere to Run" in Good Morning, Vietnam.

Conflict: Desert Storm

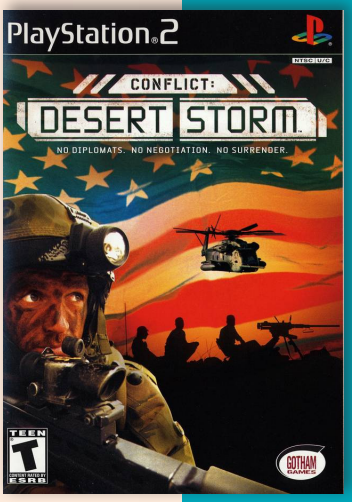
5.5

Developer	Pivotal Games
Publisher	SCi, Square Enix, (us) Gotham Games, (jp) Capcom
Release date	(eu) September 13, 2002
Genre	Third-person shooter
Mode	1-2 Players

Conflict: Desert Storm is a tactical shooter and the first instalment in the Conflict series.

Players can choose to play in either the British Armed Forces 22 SAS Regiment or the United States Army Delta Force. Each soldier in the squad has a unique specialty, such as demolitions, sniper rifles, machine guns, and assault rifles. To complete each mission successfully, the player must utilize the skills of each squad member, such as using their demolitions expert to destroy bridges, their heavy weapons specialist to destroy tanks, etc. The game includes a player-controllable Humvee and M2/M3 Bradley Fighting Vehicle.

In Japan, the game was ported for release under the name Conflict Delta: Wangan Sensō 1991, Famitsu gave it a score of 28 out of 40.



Conflict: Desert Storm II - Back to Baghdad

7.0

Developer	Pivotal Games
Publisher	SCi, Square Enix, (us) Gotham Games, (jp) Capcom
Release date	(eu) September 19, 2003
Genre	Third-person shooter
Mode	1-2 Players

Conflict: Desert Storm II is set during the first Gulf War and is based on the covert operations of 'Alpha One', a four man special forces team of either the British SAS or US Delta Force. The player can control one member at a time but can also give remote commands to other squad members. It is possible for two players to play simultaneously, each controlling two soldiers.

The player can use different tactics, such as focusing on a head on approach or by using stealth against a variety of forces from the Iraqi military. Experience garnered by each member of the team overtime results in promotions and medals awarded for distinguished conduct during missions. Several licensed weapons and vehicles such as the M16 Assault Rifle or Bradley Infantry Fighting Vehicle are also usable in-game.

FREEDOM WILL ENDURE

GOTHAM GAMES

CONFLICT: DESERT STORM II

BACK TO BAGHDAD

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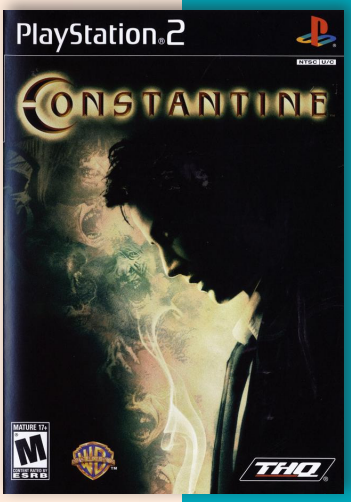
Constantine

5.8

J N P

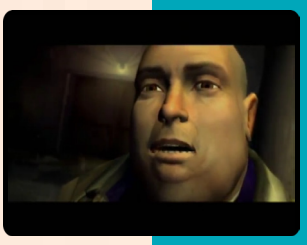
Developer	Bits Studios
Publisher	THQ, (eu) SCi, (jp) Marvelous Entertainment
Release date	(us) February 14, 2005
Genre	Action-adventure
Mode	1 Player



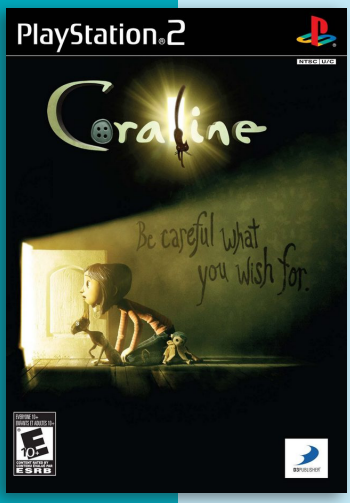
Constantine is a movie tie-in license of the Warner Bros. film Constantine, in turn based on the Vertigo/DC Comics comic book series, Hellblazer.

Players move John Constantine in an RPG-like style, collecting ammo, using an item to restore health and casting spells. Gameplay is a type of third-person shooter style, with changing camera views. Players can select from a variety of weapons to eliminate demons. Cutscenes initiate special missions or boss battles when they occur, giving a round of gameplay a different view.

John can cast spells that can create lightning storms, expel demons, create swarms of flies or confuse enemies. Each requires the player to hit a sequence of keys within a small window of time, with John chanting at each keypress.

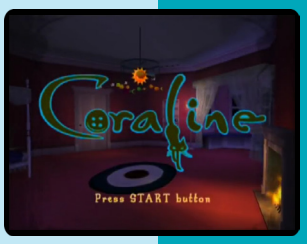


Coraline



Developer	Papaya Studios
Publisher	D3Publisher
Release date	(us) January 27, 2009
Genre	Adventure
Mode	1 Player

3.9



N P

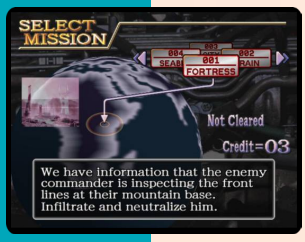
Coraline, also known as Coraline: The Game and Coraline: An Adventure Too Weird for Words, is an adventure game based on the film of the same name. It was released on January 2009, in close proximity to the film's theatrical release. The game was planned to be on the Xbox 360, PS3 and PsP, but were canceled due to negative reviews.

Players progress through the story by completing puzzles and interacting with the characters from the movie. Coraline needs to be guided through the story on her mission to free herself from the other world. She can wander to any location from the movie in a free roaming environment, picking up clues and useful items along the way.

Unlike the critically acclaimed film, the game has received mostly negative reviews from critics. Most of those reviews saying that the game is too hard even for adults and it seemed incomplete.

Contra: Shattered Soldier

7.8



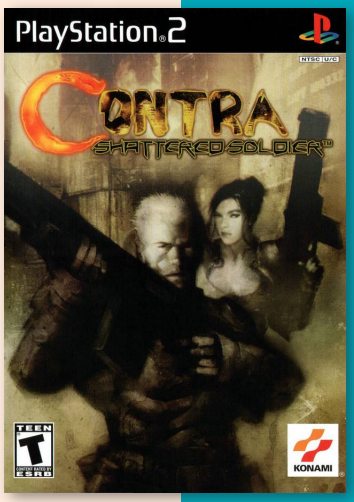
Developer	KCET
Publisher	Konami, (us) SCEA
Release date	(us) October 22, 2002
Genre	Action-platformer
Mode	1-2 Players

Contra: Shattered Soldier, released in Japan as Shincontra, is the sequel to Contra: Hard Corps and part of the Contra series by Konami. It was developed by Team Kijirushi, a group of staff members within Konami Computer Entertainment Tokyo.

Shattered Soldier returns to the classic game system employed by the series prior to Contra: Legacy of War. The game is played entirely in 2D from a side-view perspective, but with fully polygonal graphics, although some segments in which the player rides a snowboard or a motorcycle are viewed from a front or rear-view perspective. The controls and abilities are similar to the ones featured in Contra III: The Alien Wars. In addition to being able to keep the character's mobility still while aiming and shooting, the player can also keep their character's aim still while moving as well (a feature that was introduced in C: The Contra Adventure).

The major departure in Shattered Soldier is the omission of power-up items. Instead, the player is equipped with one of three permanent weapons that can be switched at any point. Each weapon has a standard automatic shot and an alternate charge shot for a total of six types of shots. The standard shots are: a rapid fire automatic machine gun (Heavy Machine Gun), a flame thrower (Flame Whip) and a grenade launcher (Diver Mines). The charged versions of the same weapons are: the Round Sweeper, which launches out a "gun pod" that sprays bullets in multiple directions; the Energy Shot, a large gunshot which delivers great damage; and a barrage of Homing Missiles that traces the nearest target.

Like Contra: Hard Corps, Shattered Soldier has multiple endings. However, the ending received now depends on player performance, rather than the path taken during the course of a game. The game introduces a "hit rate" system which gauges the amount of enemies destroyed as a form of performance metric. Every unique target in each stage, whether it be an actual enemy or an object in the area, that is destroyed increases this ratio.



J N P

Cool Boarders 2001

7.8

N

Developer	Idol Minds
Publisher	SCEA
Release date	(us) May 21, 2001
Genre	Sports
Mode	1-2 Players

This is the fifth game in the Cool Boarders series. The game has many of the same features as previous editions of the series, but includes more board parks with a trick finder option.

Players compete in the Vans Triple Crown of Snowboarding to unlock different tracks and boards. There are a total of 20 different courses featuring 9 different events including downhill, slalom, and trick complete.

Cool Boarders Code Alien

7.0

Developer	UEP Systems
Publisher	UEP Systems
Release date	(jp) December 21, 2000
Genre	Sports
Mode	1-2 Players

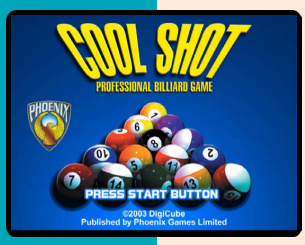
Cool Boarders: Code Alien is the only Cool Boarders title to be released exclusively in Japan. The game contains five play modes including extreme, trick, trick master, license mode, and a mixed mode called snowboarding combined.

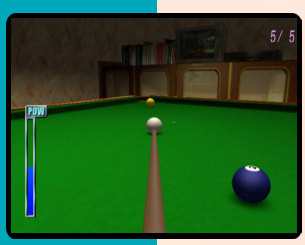
The game was well-liked by Cool Boarders 2 cult fans because it is very similar, but the gameplay is more fluid, and the graphics are greatly improved.

J

Cool Shot

5.7

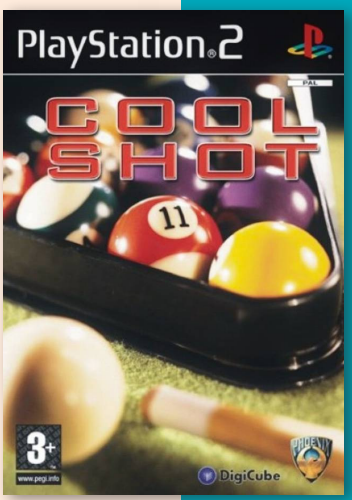




J P

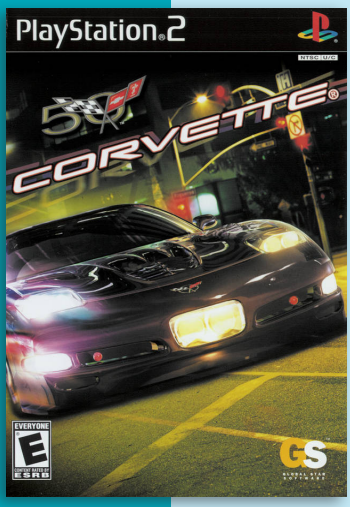
Developer	DigiCube
Publisher	DigiCube, (eu) Phoenix Games
Release date	(jp) January 23, 2003
Genre	Sports
Mode	1-2 Players

Cool Shot is developed by DigiCube and originally released as Cool Shoot: Yukawa Keiko in Japan, is a pool simulation. Players can create a character and play different selections of games, like 8 Ball, 9 Ball, 14.1 Continuous, Rotation, and One-Pocket.



Corvette

5.7



Developer	Steel Monkeys
Publisher	Global Star Software, (eu) TDK Mediactive
Release date	(eu) April 30, 2004
Genre	Racing
Mode	1-2 Players

Corvette is a racing game in which players race in cars from the 1950s and unlock cars in career mode to race cars from 1953 to 2003. Players can customize cars to fit their driving style. The game features traffic and policemen. The tracks come from Chicago and go to L.A.

The game was met with a generally mixed to negative reception.

N P

Corvette Evolution GT

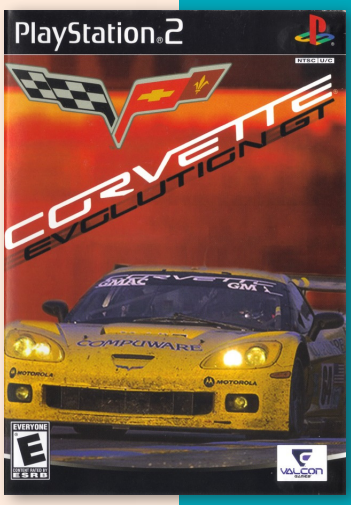
6.5

N P

Developer	Milestone S.r.l
Publisher	Black Bean Games, (us) Valcon Games, SCEA
Release date	(eu) May 26, 2006
Genre	Racing
Mode	1-2 Players

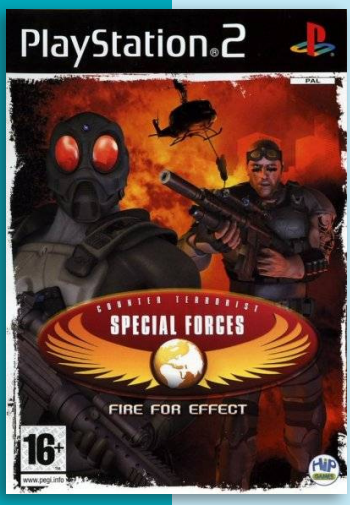
Corvette Evolution GT, known as Evolution GT in Europe, is a racing game similar to Alfa Romeo Racing Italiano. In the career mode, players has to build up their character's experience points that will allow them to develop their stats. Getting either a bronze, silver, or gold medal in all the events is mandatory for a "season" to become complete.

The game received mixed reception from critics.



Counter Terrorist Special Forces: Fire for Effect

7.0



Developer	Hip Games
Publisher	LSP, (jp) Titus Software
Release date	(eu) April 1, 2005
Genre	Action, Shooter
Mode	1 Player

Counter Terrorist Special Forces: Fire for Effect, also released as Special Forces: Nemesis Strike, is an action game in which players are a part of an anti-terrorist force.

The player controls two different heroes; Night Owl, an infiltrations expert, and Raptor, a weapons expert. These two take turns in their own levels on their way to destroy the NEMESIS group.

J P

Cowboy Bebop

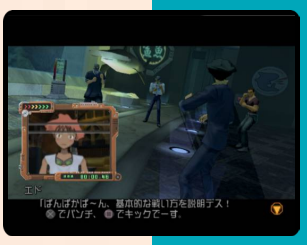
6.9

J

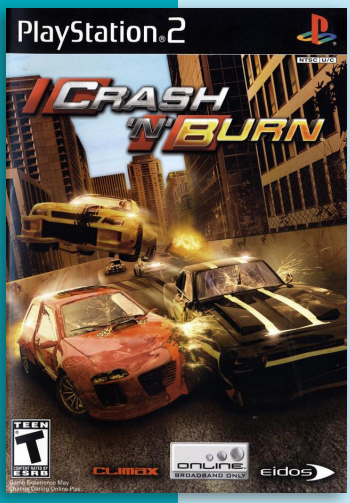
Developer	Bandai
Publisher	Bandai
Release date	(jp) August 25, 2005
Genre	Action-adventure, Beat ‘em up
Mode	1 Player

Cowboy Bebop: Tsuioku no Serenade (lit. “Cowboy Bebop: Serenade of Reminiscence”) is a action/beat ‘em up released exclusively in Japan. It has an original story based on the anime series Cowboy Bebop.

Playable characters include Spike, Faye and Jet, each of whom are voiced by their respective voice actors of the anime series, while Ed provides objectives, advice and moral support, and Ein appears alongside Ed. Action occurs on foot with both hand-to-hand and shooting segments, often with small puzzles to solve, as well as items to search for (either essential to the plot or as bonus items to appear in the gallery). Certain sections of the game require piloting spacecraft and at one point a boat. Gameplay is punctuated by long cutscenes that develop the story.



Crash ‘n’ Burn



Developer	Climax Group
Publisher	Eidos Interactive
Release date	(us) November 15, 2004
Genre	Racing
Mode	1 Player (-16)

Crash ‘n’ Burn, no relation to the 3DO title of the same name, is a racing game where the player races in real-world locations in the United States, such as Miami, Las Vegas and San Francisco, against 15 AI opponents. A variety of game modes are available, most of which are unlocked through gaining experience from available events until reaching a specific experience level. The games modes are: Race, Team Race, Kamikaze, Team Kamikaze, Running Man, Last Man Standing, Team Last Man Standing, Bomb Tag and Assassination.

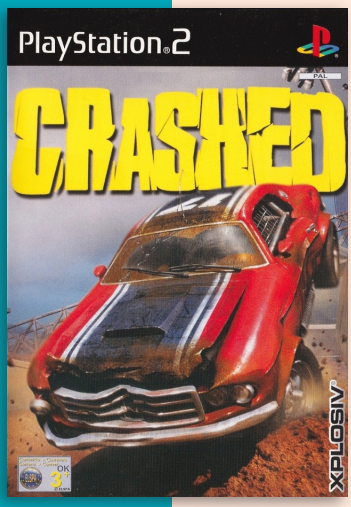
The player has four different car models to choose from: Compact, Pickup, Muscle and Sports. Compact cars and pickup trucks are available from the start while muscle and sports must be unlocked later in the game. Each model has its own unique selection of body parts, including spoilers, front and rear bumpers, and side skirts.

7.3

N P

Crashed

7.4



Developer	Rage Software
Publisher	Rage Software, (us) Majesco
Release date	(eu) September 27, 2002
Genre	Racing, Action
Mode	1-2 Players

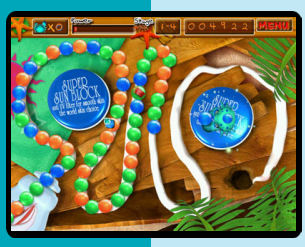
Crashed, also known as Totaled!, is an action racing game, similar to the Destruction Derby games. Dispensing with any pretence of simulation, the game aims for arcade gameplay.

Unlike the Destruction Derby games, players can continue to use their front to ram opponents throughout a match. Rather than have the cars race laps, matches more often take place in open arenas of sand, ice, grass, mud and tarmac.

P

Crabby Adventure

5.1

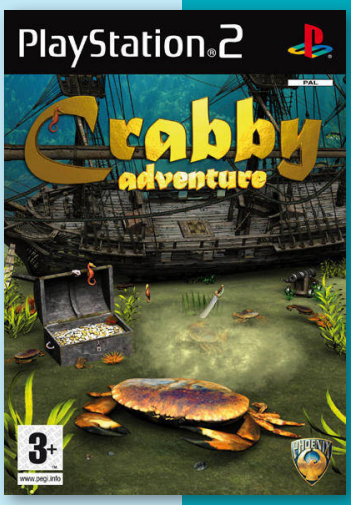


P

Developer	Phoenix Games
Publisher	Phoenix Games
Release date	(eu) December 1, 2007
Genre	Puzzle
Mode	1 Player

Crabby Adventure is a tile-matching puzzle game where the aim is to connect 3 or more of the same coloured marble in order to make it disappear. Destroying all the marbles completes the level, and as levels progress it get more challenging.

The game feature three different play modes; Story, Time Attack, and Survival.



Crescent Suzuki Racing: Superbikes and Super Sidecars

6.6

Developer	Kuju Entertainment
Publisher	Midas Interactive Entertainment
Release date	(eu) April 8, 2004
Genre	Racing
Mode	1-2 Players

Crescent Suzuki Racing is based on a race team based at the Crescent motorcycle dealership based in Dorset, England.

The game gives players a chance to race in six championships comprising the Amateur Series, Pro Racing or Super Cup GTR races for super bike or super sidecar. There is also a time trial race mode where the player has to beat a set time.

P

CR Nettou Power Pro Kun Pachitte Chonmage Tatsujin

Developer	Hack Berry
Publisher	Hack Berry
Release date	(jp) December 20, 2001
Genre	Gambling
Mode	1 Player

CR Nettou Power Pro-kun: Pachitte Chonmage Tatsujin is the first Pachitte Chonmage Tatsujin game is based on Konami's Power Pro-kun baseball series.

The game is just a pachinko game where players shoots balls trying to get a high score. The game is based on an actual pachinko machine and apparently only took two months to complete.

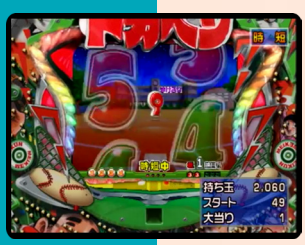
CR Pachinko Yellow Cab: Pachitte Chonmage Tatsujin 6

8.0

Developer	Hack Berry
Publisher	Hack Berry
Release date	(jp) July 15, 2004
Genre	Gambling
Mode	1 Player

Pachitte Chonmage Tatsujin 6: CR Pachinko Yellow Cab is based around the Japanese gravure idols of yellow cab. It feature eleven idols including; Eiko Koike and Eriko Sato. The game also feature live action videos of the girls.

CR Pachinko Dokaben: Pachitte Chonmage Tatsujin 7



Developer	Hack Berry
Publisher	Hack Berry
Release date	(jp) October 7, 2004
Genre	Gambling
Mode	1 Player

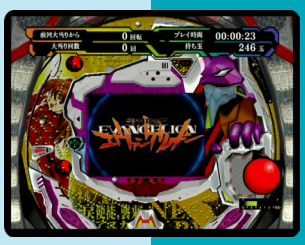
Pachitte Chonmage Tatsujin 7: CR Pachinko Dokaben is a pachinko game based on the baseball manga and anime Dokaben by Shinji Mizushima. The game, and anime, revolves around a high school baseball team.

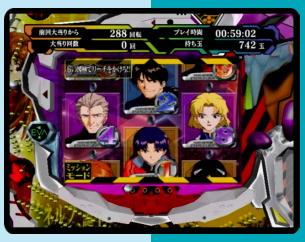
CR Shinseiki Evangelion

6.6

Developer	D3Publisher
Publisher	D3Publisher
Release date	(jp) October 20, 2005
Genre	Gambling
Mode	1 Player

CR Shinseiki Evangelion, also known as Hisshou Pachinko Kouryoku Series Vol. 1: CR Shinseiki Evangelion, is based on the Neon Genesis Evangelion manga/anime and is part of the pachinko series of games. The game feature different game modes and settings, including; “normal mode”, function setting, jackpot probability and nail adjustment. The game also feature voice recordings.





J

CR Shinseiki Evangelion: Saigo no Mono

8.0

J

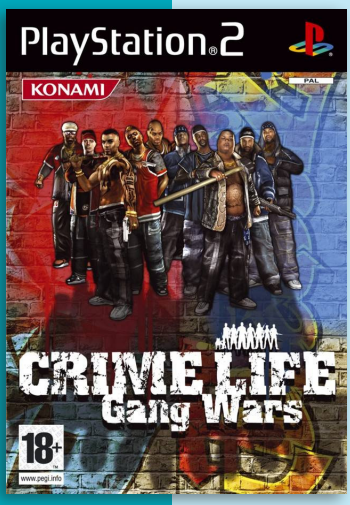
Developer	D3Publisher
Publisher	D3Publisher
Release date	(jp) July 30, 2009
Genre	Gambling
Mode	1 Player

CR Shinseiki Evangelion: Saigo no Mono, also known as, Hisshou Pachinko*Pachi-Slot Kouryaku Series Vol. 14: CR Shinseiki Evangelion: Saigo no Mono, is the second pachinko game based on the Neon Genesis Evangelion manga/anime

The game also came as a Limited Special Box version.

Crime Life: Gang Wars

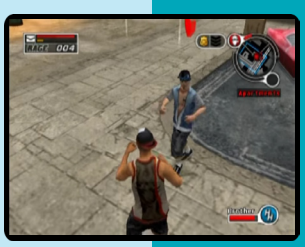
5.1



Developer	Hothouse Creations
Publisher	Konami
Release date	(eu) September 1, 2005
Genre	Action
Mode	1 Player

Crime Life is a mission-based street combat game following a storyline involving multiple gangs, corrupt cops and betrayal from within.

The gameplay is influenced by old school beat-em-ups. As well as featuring twenty-five story-based missions, Crime Life also gives the player the freedom to explore the game world and to experience mini-missions that include fighting whilst drunk and taking control of rival turf.



P

Unleashed on PlayStation®2

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2 Fast 2 Catch, 2 Strong 2 Beat, 2 Good 2 Miss!

PlayStation.2

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Crash Bandicoot: The Wrath of Cortex

6.6

J N P

Developer Traveller's Tales
Publisher Vivendi Universal, (eu) Universal Int., (jp) Konami
Release date (us) October 29, 2001
Genre Action-platformer
Mode 1 Player

Crash Bandicoot: The Wrath of Cortex is the fourth main installment (sixth overall) in the Crash Bandicoot video game series. It is the first of the entire series to not be released exclusively for a PlayStation console.

The story centers on the appearance of Crunch Bandicoot, a genetically advanced bandicoot created by the main antagonist of the series, Doctor Neo Cortex, who is aided by a group of destructive masks known as the Elementals. Crash Bandicoot and his sister Coco must travel the world and gather special Crystals that will return the Elementals to a hibernated state, and defeat Crunch.

Ten returning characters from previous Crash titles star in Crash Bandicoot: The Wrath of Cortex along with five new characters. The protagonist of the game, Crash Bandicoot, is a genetically enhanced eastern barred bandicoot who must defeat the antagonist Doctor Neo Cortex and his new superweapon. Coco Bandicoot, Crash's younger sister, is a highly intelligent computer expert with an interest in Hong Kong martial arts films. Aku Aku is an omnipotent witch doctor who guides and aids Crash and Coco in stopping the plans of Doctor Neo Cortex. Pura, Coco's pet tiger cub, serves a very minor role and appears only in the introduction of the game.

Crash Bandicoot: The Wrath of Cortex is a platform game in which the player controls Crash and Coco Bandicoot, who must gather 25 Crystals and defeat the main antagonists of the story: Doctor Neo Cortex, his new superweapon Crunch Bandicoot and Crunch's power sources, the renegade Elementals. Much of the game takes place in a "Virtual Reality Hub System" created by Coco to help Crash gather the Crystals. The VR Hub System is split up into five "VR Hubs"; initially, only the first VR Hub is available. Each VR Hub has five teleportation portals to different levels. The goal in each level is to find and obtain the Crystal hidden in the area. In some levels, the Crystal will be located at the end of a level or must be earned by completing a specific challenge. Most levels contain a "Bonus Platform" that leads to a

special bonus area, where the player must navigate through a maze and collect everything in sight. Once a bonus area is completed, it cannot be played again unless the level is replayed. After completing all five levels in a VR Hub, a sixth teleportation portal to a boss fight with Crunch will appear. By defeating the boss, the next VR Hub will become available for play. When all 25 Crystals are collected and Doctor Cortex and Crunch are defeated, the game is won.

Besides Crystals, Gems and Colored Gems can be collected for extra accomplishment. Gems are rewarded to the player if all of the crates in a level are broken open or if a secret area is completed. Colored Gems are found in special levels and lead to hidden areas. "Relics" can be won by re-entering a level where the Crystal has already been retrieved. To obtain a Relic, the player must initiate the "Time Trial" mode and race through a level in the pre-designated time displayed before entering a level. Sapphire, Gold and Platinum Relics can be won depending on how low the player's final time is. The first five Relics the player receives unlocks access to a secret level. Every five Relics thereafter open up another level in the Secret Warp Room. The levels in the Secret Warp Room must be won before the game can be fully completed.

Crash and Coco Bandicoot start the game with four lives. More lives can be earned by collecting 100 "Wumpa Fruits" or break open a special crate to collect a life. Crash and Coco can be shielded from enemy attack by collecting an Aku Aku mask. Collecting three of these masks allows temporary invulnerability from all minor dangers.

The Wrath of Cortex was originally intended to be designed by Mark Cerny, who had designed all the games in the series thus far, and published by Sony Computer Entertainment. The game under Cerny's direction was to be a free-roaming title with puzzle elements that would see Crash travelling between different planets. In early 2000, when Universal approached Traveller's Tales to be the devel-

opment team behind the game, they produced a 3-D rendered demo of Crash running through a volcanic level. Development of the game's engine began in mid-2000. It was originally titled Crash Bandicoot Worlds. On September 21, 2000, Universal Interactive Studios and Konami announced that they had entered an agreement that would enable Konami to publish a Crash Bandicoot game for next-generation game systems, with Universal Interactive handling the production of the games. The agreement served to break the Crash Bandicoot franchise's exclusivity to Sony-produced consoles and effectively made Crash Bandicoot a mascot character for Universal rather than Sony. After Universal fell out with Cerny and Sony, Traveller's Tales was forced to alter the game from a free-roaming title to a standard Crash title. Traveller's Tales had to begin development of the game from scratch and were given only twelve months to complete the game.

The character Crunch Bandicoot was designed by Craig Whittle of Traveller's Tales and Sean Krankel of Universal. The concept of battling mini-bosses within the game's levels was dropped to uphold the fast and frantic pace of the series' gameplay. Multiplayer capability was also considered before being dropped. An earlier draft of the story featured an alternate version of the game's climax and ending, which involved Crash battling Crunch in a mechanical robot suit. At the end of the fight, Crunch would destroy Crash's suit with a bolt of electricity. The resulting debris would render Cortex unconscious, destroy the remote control device controlling Crunch and start an electrical fire in the space station. As the Bandicoots escape to resume their beach-going vacation, the ruins of the space station would crash-land onto the island of Cortex's original settlement, conveniently allowing Cortex and Uka Uka to resume their world domination bids.

Compared to the PS2 version, the Xbox version features reduced loading times and improved graphics. Commercially, the PS2 version sold over 1.95 million units in North America, and around 170,000 copies in Japan. The PS2 version also received a "Double Platinum" sales award from the ELSPA, indicating sales of at least 600,000 copies in the United Kingdom. As a result, the game was re-released for the Platinum Range on October 11, 2002, for the Sony Greatest Hits line-up on October 15, 2002, and for the Best line-up on October 17, 2002. The "Greatest Hits" version of the game features quicker load times than those of the original version.

Crash Bandicoot: The Wrath of Cortex received mixed reviews. Critics from GameZone, GamePro, IGN, Game Informer, Electronic Gaming Monthly, and Official Xbox Magazine felt it repeated the formula established by its predecessors. Louis Bedigian of GameZone wrote a positive review, saying that he spent a lot of time playing the game. Doug Perry of IGN described the game as *"decent-playing and pretty-looking"* although nothing special. Official US PlayStation Magazine felt that the previous game was much better. Game Informer criticized the load times, saying that the contribute to a making it a below average game. Star Dingo of GamePro criticised the new management system. Electronic Gaming Monthly criticised the trial-and-error gameplay, describing it as *"cheating."* Play Magazine noted that the music had improved, the bosses were more challenging, and it great replayable value. Hilary Goldstein felt that while Crash Bandicoot: The Wrath of Cortex was *"a fun game"* its game balance and sound let it down.

Crash Twinsanity

6.4

J N P

Developer	Traveller's Tales
Publisher	Vivendi Universal Games
Release date	(us) September 28, 2004
Genre	Action-platformer
Mode	1 Player

Crash Twinsanity is the eleventh installment in the Crash Bandicoot series and the fifth game in the main franchise. The game's story takes place three years after the events of Crash Bandicoot: The Wrath of Cortex and follows the main protagonist and main antagonist of the series, Crash Bandicoot and Doctor Neo Cortex, working together to stop "the Evil Twins", a duo of mutant parrots that Cortex owned as a child, from destroying the Wumpa Islands.

The gameplay of Crash Twinsanity is in a free-roaming style, although the linear path based gameplay of the previous installments occasionally reappears. The game's plot is pushed forward by going through levels. Gems littered throughout the levels can be collected to unlock extras such as concept art. Crash is occasionally accompanied by a second character, in this case his nemesis Doctor Neo Cortex.

Crash can use Cortex as a hammer, perform a spin attack while holding on to him, throw him across gaps to activate switches, and can even use him as a HumiliSkate. While most of the time Crash could happily swing Cortex to his doom and have him return safely, in other sections of the game, Crash must clear a path for a disoriented Cortex to prevent him from blundering into deadly obstacles. In the earlier levels, Crash and Cortex will get drawn into a RollerBrawl. The player must steer the scrapping pair around obstacles to reach their goal.

In some areas of the game, such as the Academy of Evil, Cortex will go solo, armed with a raygun and a limited amount of ammo. Another controllable character is Cortex's niece, Nina Cortex. She fights through the levels using her mechanical arms and wall-climbing abilities. At the very last part of the game, Crash goes into the robot Mecha-Bandicoot. He is the final playable character and can fire rockets.

After work on The Wrath of Cortex was completed, Traveller's Tales' newly acquired Oxford studio began working on concepts for a Crash Team Racing sequel. Development of this title was transferred to Vicarious Visions early in development and the TT Oxford team began working on a new Crash Bandicoot platform game. The working title of the project was Crash Evolution, as it was intended that the game would move the series away from the linear structure from previous Crash games towards a more free-roaming style that was popular at the time in games such as Jak and Daxter. A lot of effort was initially spent on an unusual sci-fi setting not usually found in platform games, with unusual environments such as a level set in a Gaudí-inspired greenhouse and one on the floor of a dried-up ocean.

At E3 2004 there was a demo disc released with 3 levels of the game on it, Jungle Bungle, Cavern Catastrophe, and Totem Hokum. Each having a Narration by Neo Cortex about what will happen. The Demo Reveals several concepts that were removed from the final game, such as Crash's ability to punch, and seemingly the

the use of time trail relics as the icon is found on the pause menu.

Crash Twinsanity received mixed or average reviews from critics upon release. Play Magazine declared that *"Traveller's Tales has delivered a 60 frame/s cartoon epic without sacrificing expanse, dwarfing boss encounters or vivid effects by skillfully balancing model and environment integrity with performance."* James B. Pringle of IGN said that *"Publisher Vivendi Universal and developer Traveller's Tales have infused so much humor and likeability into the game that you will literally laugh out loud. You'll look forward to defeating each boss not just because you're that much closer to beating the game, but to witness some of the best in-game dialogue and funniest voice acting around."*

Andrew Wooldridge of 1UP.com said the game *"is funny, fun to play, and is a definite improvement on the claustrophobic linear levels of games past"*. Nick Valentino of GameZone said that the game *"rises above the game's original roots to bring a game that's both refreshingly humorous as well as downright enjoyable"*.

However, Louis Bedigian of the same site described the game as *"double the insanity for all you psychopath-loving gamers out there, but it's half the fun for gamers"*. Ryan Davis of GameSpot concluded that *"it's a little rough around the edges, and it doesn't break new ground for 3D platformers, but it gives the series the shot in the arm that Wrath of Cortex failed to, and what it does, it does pretty well"*. Kristan Reed of Eurogamer said that *"the gameplay variation is there for all to see, and when it hits the mark it — believe it or not — is every bit as enjoyable as the very best the genre has to offer, with some true high points to look back on."*

PSM Magazine praised the graphics and controls but criticized the level design, saying that it was *"designed to kill the player in as many cheap ways as possible"*.

According to Keith Webb, one of the main artists for Crash Twinsanity, after the development of the game, Traveller's Tales Oxford studio had plans for a sequel, which was intimately not accepted by Vivend Universal. The plot would have centered around Crash getting sucked into various TV shows (such as a wild west show, or an old black-and-white cartoon) by an invention created by Dr. Cortex, similar to the Gex series. The game was going to have over 25 levels, one of them being a hospital drama level that would have had enemies holding needles and Crash would ride through the hospital halls on a stretcher. Webb also mentioned a level with Rusty Walrus hosting a cooking show, ending up with a chase sequence, similar to Crash's last encounter with him. This idea for a sequel was cancelled alongside the studio's closure, and development of further Crash Bandicoot games was transferred to Radical Entertainment, leading to Crash of the Titans. Webb would later state in an interview in 2012 that given his own game studio, Tanukii Studios Limited!, becomes larger, he would approach Activision and seek the rights towards creating a proper sequel.

On August 3, 2017, following the release of N. Sane Trilogy, Webb sent an open letter to Vicarious Visions, congratulating them on the large success of the game. In the letter, Webb stated that if they would ever be interested in developing a Twinsanity remake, he and a handful of previous developers would gladly return to work on it. As a bonus, he added a heartfelt piece of artwork containing all the characters within the Crash Bandicoot series.

Crash of the Titans

7.0

Developer	Radical Entertainment
Publisher	Sierra Entertainment
Release date	(us) October 4, 2007
Genre	Action-platformer
Mode	1-2 Players

Crash of the Titans was the first game in the Crash Bandicoot series not to have a Japanese release.

The game is the fourteenth installment in the Crash Bandicoot video game series and the sixth game in the main franchise, but it is the first in the Mutant series. The game's story centers on the discovery of a substance known as "Mojo", which the antagonist of the series, Doctor Neo Cortex, plans to use to turn the inhabitants of the Wumpa Islands into an army of loyal mutants known as "Titans". Crash Bandicoot, must stop Cortex by using the technique of "jacking" to take control of and destroy Cortex's Titans while collecting the mojo.

Crash of the Titans is a beat-em-up game with platforming aspects in which the player controls Crash Bandicoot, whose main objective is to rescue his sister, Coco, and save his home, the Wumpa Island, from being destroyed by the main antagonist's gigantic robot. The player's first goal is to rescue the sentient mask Aku Aku, who gives the player basic instructions, shields Crash from enemy attacks, and transforms into a skateboard to help Crash traverse slippery terrain. From there, each level (known as an "episode") asks players to complete fights against large groups of enemies or simply progress through the episode.

Crash starts the game with four lives. The length of each of Crash's lives is tied to his health meter, which decreases whenever Crash is damaged from enemy attacks or falls down a bottomless pit. The player can replenish Crash's health meter by instructing Crash to eat Wumpa Fruit.

Each episode contains a portal leading to a simple mini-game arena, where the player must accomplish a task in a set time. Generally the task involves collecting a specified quantity of Mojo, using an enemy animal's attacks to snipe targets, or simply defeating a select number of enemies. At the end of each episode, the player earns a rank of a bronze, silver, or gold voodoo doll; the rank can be improved by defeating a set number of minions, destroying three robotic toilets or inflicting a minimum number of consecutive hits in combat. All three tasks must be accomplished in an episode if a gold voodoo doll is to be obtained for that episode. Hidden voodoo dolls unlock concept art packages for each episode.

Whereas the previous games featured Crash spinning into or jumping on an enemy to attack, Crash of the Titans gives him more options for attack. Early in the game, Crash has a light-powered attack and a heavy-powered attack and can also block, dodge or break an enemy's block. When he defeats an enemy or destroys an object, a magical substance known as Mojo is released. When Crash collects enough Mojo, he will earn either an ability upgrade or a new move, such as the Norris Roundhouse or the Triple Dragon. His classic spin attack, named "Old Skool", is an unlockable move, along with an aerial variant that allows Crash to float over chasms.

While small minions require

only a single combo attack for Crash to defeat, larger enemies, known as "Titans", require more effort to subdue. Each of the fifteen unique Titans in the game possess a star meter that indicates how close they are to being stunned. The meter rises when Crash starts attacking a Titan, and depletes when he stops. When it is full, the Titan is stunned and susceptible to "jacking", meaning Crash can mount the creature and control it. While controlled by the player, the Titan possesses a similar moveset to Crash, although some jacked Titans can shoot projectiles. Besides a greater health, the Titans controlled by Crash have a purple Titan Meter. When this meter is full, players can make the Titan unleash a special attack, which fully drains the meter in the process.

A Titan's durability depends on its size; larger Titans will take more effort to defeat than others and a few are immune to Crash's attacks. To defeat them, Crash has to jack a smaller Titan to fight them. On defeating the larger Titan, he can dismount the Titan he previously jacked and directly jack the larger Titan. The dismounted Titan will then be destroyed.

A player using a second controller can join the game at any time in the form of a white-furred version of Crash known as "Carbon Crash". The second player appears in the first player's backpack, and can usually enter or exit the pack. However, the second player has to stay in the backpack if the first player is in mid-air or climbing a wall. This method of play is useful for overpowering enemies and collecting Mojo faster. There are two modes of co-op play; in "Leapfrog Mode", the players swap control each time the front player jumps, swings, or slides, while in "Piggyback Mode", each player is equipped with their own backpack and can hide in the other player's backpack if the action becomes too intense, such as when jumping over a chasm.

Development on Crash of the Titans began after the completion of Crash Tag Team Racing. The graphics of the Wii version of the game was one of Radical Entertainment's main focuses in the game's development, with Radical stating that the Wii has *"a lot of horsepower under the hood"* and expressing their desire to make full use of it. They also considered implementing a feature to connect the Wii to DS during gameplay, but stopped due to technical issues and time. The Xbox 360 and PS2 version got a few extra months of development time to improve its graphics before setting a final release date.

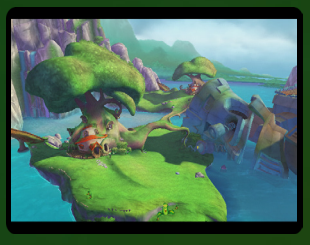
While the game was being developed, the title's main character, Crash Bandicoot, became the new mascot of the Leukemia & Lymphoma Society's "School and Youth" programs in an effort to promote the battle against blood cancer. In a bid to further promote the game, a Hummer (with a Wii inside) was painted with imagery from the game and displayed at the Annual Balloon Fiesta in Bristol, United Kingdom. A "Monster Edition" of the game was released exclusively in Europe on October 12, 2007 for the PS2. This special edition of the game features "Making-of" videos, water-on tattoos, game hints, a cheat code list, and the game's E3 and theatrical trailers in multiple languages. Due to its "mild cartoon violence and language", the game received a PG rating from the BBFC.

The game received mixed reviews upon its release; critics disparaged the game's short length, and although the game's variety was generally seen positively, reviewers noted little outstanding in the game. Despite this mediocre reception, the game was nominated for two awards.

7.3

Crash: Mind over Mutant

Developer	Radical Entertainment
Publisher	Sierra Entertainment, (us) Activision Blizzard
Release date	(us) October 7, 2008
Genre	Action-platformer
Mode	1-2 Players



Crash: Mind over Mutant is the second game in the series not to have a Japanese release, after Crash of the Titans. It is the fifteenth installment in the Crash Bandicoot video game series, the seventh in the main franchise, and is the second title in accordance to the mutant series' chronology. The game's story centers on the arrival of a popular technological device (a parody of devices such as the iPhone and BlackBerry) that puts whoever uses it under the control of the device's creators Doctor Neo Cortex and Doctor Nitrus Brio, who serve as the stories' primary antagonists. Crash Bandicoot, only one unaffected by the device besides his spirit ally Aku Aku, must free his friends from the control of the device and put an end to Doctor Cortex's plot.

Mind over Mutant is a beat-'em-up game in which the player controls Crash Bandicoot, whose main objective is to explore his home, Wumpa Island, and surrounding environments to uncover the mystery behind the "NV", a personal digital assistant created by the main antagonist. Mind over Mutant is a mission-based game as opposed to Crash of the Titans's level-based structure, with goals being given by non-playable characters. Characters with exclamation points (!) over their heads, when talked to, give out important information that is needed to continue the story.

Scattered throughout the world are special items that empower Crash in one way or another. Golden stopwatches trigger a time-limited nanogame which usually involves collecting objects or breaking things to earn bonuses. Red running shoes serve to temporarily power up Crash's kick attack and cause him to move faster, while the "Quad Damage" power-up can be used by Crash to temporarily multiply his attack power by four.

Crash can perform both a light and heavy-powered attack. He can also block, dodge-and-counter, or break an enemy's block. When he defeats enemies or destroys objects, a magical substance known as Mojo is released that, when collected, allows Crash's abilities to be upgraded.

Like in Crash of the Titans, small minions require only a single combo attack for Crash to defeat, the "Titans" require more effort to subdue. Each of the unique Titans in the game possess a star meter that indicates how close they are to being stunned. When the meter is full, the Titan is susceptible to "jacking", meaning Crash can mount the creature and control it.

A feature new to the series involves Crash storing a Titan in his pocket and utilizing it when it is most advantageous. When Crash is riding a Titan, any Mojo collected goes to the Titan. If enough is collected, the Titan's abilities are upgraded rather than Crash's.

A player using a second controller can join in the game at any time. The second player will initially appear as a mask floating around Crash. The mask can attack enemies by using magic projectiles. By pressing a certain button, the second player's character can exit and enter the mask. In the Wii and Xbox 360 versions of the game, Crash's sister,

Coco Bandicoot, fills in the role of the second player, while a white-furred version of Crash known as "Carbon Crash" takes on this role in the PS2 version. Coco is not available for play until she is defeated in a boss fight, after which she is fully playable (though the player can choose to continue with Carbon Crash). This method of play is useful for overpowering enemies and collecting Mojo faster.

The game is played in a free-roaming format rarely seen in previous games. The opening events of the game take place on Wumpa Island. Crash's house is accessible here, and can be used by the player to access skins, concept art, enemy bios and cut-scenes. Surrounding environments consist of societies inhabited by friendly Titans, including the Ratcicle Kingdom, the Rhinoroller Desert and the Sludge Junkyard. Other areas include the Evil Public School, attended by the main antagonist's niece, and Mount Grimly, where the evil mask Uka Uka is held. The final events of the game take place in the Space Head, a space station recycled from junkyard parts that is operated by Doctor Neo Cortex.

Development on Crash: Mind over Mutant began immediately after the completion of Crash of the Titans. The idea of preserving a titan for later use came from the play testing sessions of Crash of the Titans, in which the testers were found to be reluctant to leave the titans behind after an epic battle was won. Fans of the series were also a source of inspiration for Crash: Mind over Mutant, having such wishes as a free-roaming environment, Coco Bandicoot being a playable character and the return of the character Doctor Nitrus Brio. Full camera control was considered for the game, but was rejected for graphical reasons and to avoid having to insert a split-screen view in the cooperation mode. Online gameplay was also considered as a feature in the finished game, but was omitted due to the brief development schedule. Coco Bandicoot as a playable character was omitted from the PS2 version of the game due to her distinct animations taking up much of the console's memory. The Wii version of Crash: Mind over Mutant was created first, with the graphics scaled up for the Xbox 360, and scaled down for the PS2. A PS3 version of the game was rumored, but was promptly debunked by Radical Entertainment as a mistake on many press sites' behalf.

There was an open call for fan art of Crash Bandicoot to be submitted as part of a contest. The contest was hosted at Kidzworld as part of a preview page and was aimed at fans under the age of 18. Selected artwork is included in the final build of the game either inside of a comic book in Crash's house or on a wall in the school attended by Nina Cortex. In addition, winners had their names appear in the game's credits and received a free copy of the game when it was released.

To ensure that the audio does not become repetitive, Crash: Mind over Mutant features more than 8,500 lines of dialogue. Many of the voice actors from the previous Crash of the Titans also reprised their roles.

Reviews for the PS2 and Wii versions of the game were generally positive. Dakota Grabowski of GameZone considered the game *"slightly better"* than Crash of the Titans, noting improvements in controls, gameplay and storyline from its predecessor, but lamented that *"the camera almost ruins the whole package."* Neal Ronaghan of Nintendo World Report, meanwhile, felt that *"the charming story and genuine humor"* of the game were *"overshadowed by the shallow gameplay."*

Crash Nitro Kart

6.9

J N P

Developer	Vicarious Visions
Publisher	Vivendi Universal Games, (jp) Konami
Release date	Racing
Genre	(us) November 11, 2003
Mode	1-2 (4) Players

Crash Nitro Kart was the last game released under the Universal Interactive label, which parent company Vivendi Universal Games would scrap after the release of this game.

The game is the ninth installment in the Crash Bandicoot series. It is an indirect sequel to Crash Team Racing and the first game in the series to have full motion video. The game's story centers on the abduction of Crash Bandicoot, along with other characters in the series, by the ruthless dictator Emperor Velo XXVII. Threatening to destroy the Earth if they refuse, he forces them to race in his gigantic coliseum for the entertainment of his subjects.

Crash Nitro Kart features around twenty-seven characters, sixteen of which are playable. The sixteen characters are split into four teams of four with each team driving karts of a matching color.

While racing, the player can drive, hop or use weapons and power-ups. Four distinct types of crates are scattered throughout the tracks and arenas of Crash Nitro Kart. "Item Crates" are marked with a question mark (?) and usually come in sets of four. The player can obtain a weapon or power-up by driving through an Item Crate and breaking it apart. The player can only carry one weapon or power-up at a time. "Multiplier Crates" are marked with an "X" and are usually found in hard-to-reach spots on the tracks. These special crates contain three of a certain weapon or power-up. "Wumpa Crates" are unmarked and carry "Wumpa Fruit" that strengthens the player's weapons and power-ups if ten of them are obtained. "Activation Crates" are marked with an exclamation point (!) and don't give the player anything when they are driven through; instead, they activate either a trap that can slow down the other racers or a boost pad.

Boosting is an important part of Crash Nitro Kart's gameplay. When the player boosts, their kart will momentarily go slightly faster than its normal top speed. Another technique used for boosting is the "power slide". To execute a power slide, the player holds down one of the shoulder buttons to perform a hop and steer before the kart lands. While sliding, a curved "boost gauge" appears next to the player's kart.

Crash Nitro Kart features 6 racing modes: Adventure, Race Time Trial, Lap Time Trial, Quick Race, Team Race and Cup Tournament. Some modes are free-for-all, while others can be played as a team.

The "Adventure Mode" is a single-player game in which the player must race through all of the tracks and arenas in the game and collect as many Trophies, Relics, Boss Keys, CNK Tokens and Gems as possible. If the player manages to defeat the world's champion, the champion will relinquish a World Key. This allows the player to engage in the special modes of that world and enables access to the next world.

The special modes of each race consist of the "Relic Race", the "CNK Challenge", the "Crystal Arena" and the "Gem Cups". In the Relic Race, the player must race through a track alone and complete

three laps in the fastest time possible.

The "Race Time Trial" is a single-player mode where the player attempts to set the best time on any of the tracks in the game. There are no other racers to hinder the player, but no item-bearing crates are present to aid the player.

The "Lap Time Trial" plays like the Race Time Trial except that the player races to get the best time for a single lap around the track.

In the "Quick Race", the player selects a character, a track and races. The player can adjust the computer's skill level and the number of laps.

In the "Team Race", the player joins forces with a computer-controlled partner to win a race.

In the battle modes, instead of racing on tracks, the player speeds around battle arenas while collecting weapons and attacking opponents. There are five battle modes in Crash Nitro Kart. Each mode can be played by two to four players.

The game was tentatively titled Crash Team Racing 2 during its pre-production phase. The characters of the game were designed by series veteran Charles Zembillas, while the environments were designed by Joe Pearson (another veteran of the series), John Nevarez, Alan Simmons and Di Davies. The karts were designed by Perry Zombolis Jr. and Andy Lomerson. Recognizing that full motion video sequences have become the new norm in state-of-the-art video games, Universal Interactive decided that Crash Nitro Kart would be the first game in the Crash Bandicoot series to feature such cinematics. The cutscenes of Crash Nitro Kart were created by Red Eye Studios; preproduction of the cutscenes was handled by Epoch Ink. The screenplay of the cutscenes was written by Dan Tanguay. The studio's eight artists were given four months to create 32 minutes of pre-rendered cinematics.

The actual animation phase was to be completed in 15 weeks, breaking down to almost five shots a day or 15 seconds of animation per day for each artist. The in-game versions of the character models were built using 3ds Max and were outfitted with full inverse kinematic setups, morph targets and UV texture maps by Vicarious Visions. These models could not be ported directly into the cinematics due to their lower resolution for optimal real-time interactivity. Instead, the artists of Red Eye Studios worked from concept sketches provided by Vicarious Visions and used Alias Systems' Maya (with which the artists were more familiar) to enhance the detail of the 27 character models in the game, including the Crash Bandicoot character.

Given the task of forming the personalities of the Crash Nitro Kart cast through the full-motion videos, the Red Eye Studio artists set certain rules for how each character would carry itself by default. As animator Thomas Happ noted, *"N. Gin, for example, would always default to twitchy, side-to-side glances, while Tiny would often scratch his head in confusion. There were a lot of scenes where the characters are just standing around listening to Emperor Velo talk, and we had to invent ways to personalize their mannerisms and create a uniquely 'thinking character'."* To achieve the bold and deeply saturated colors and textures for the characters and environments, the artists used Maya as well as Adobe Photoshop and Corel Painter. While the artists adapted many of the sets and props in the cinematics from in-game counterparts, they recreated the majority of these objects from scratch in order to add surrealism to the scenery.

Reviewers dismissed the game as a generic kart racer, but commented positively on its "power slide" system.

Crash Tag Team Racing

6.6

J N P

Developer	Radical Entertainment
Publisher	Vivendi Universal Games
Release date	(us) October 19, 2005
Genre	Racing
Mode	1-2 (8) Players

Crash Tag Team Racing is the third and final racing game in the Crash Bandicoot video game series, following Crash Nitro Kart and Crash Team Racing. The game's story centers on the exploits of the protagonist, Crash Bandicoot, who must win the ownership of a dilapidated theme park by finding its missing Power Gems before his nemesis, Doctor Neo Cortex, can.

The player takes control of Crash Bandicoot, who must retrieve the Black Power Gem of Ebenezer Von Clutch, along with the missing Power Gems in each of the five themed areas of the park. The player will compete in races and minigames to earn Wumpa Coins, the park's currency, and Power Crystals, find the Power Gem needed to open up the five areas of the park, and ultimately unveil the mystery of the Power Gem thief's identity.

As the player explores the park, platforming gates can be entered to unlock new platforming, Extra Wumpa Coins and Power Crystals can be earned by playing platforming, all of which involve platforming. Characters with an icon over their heads can be talked to unlock cars, weapon upgrades, clothing, or to play minigames. The player can smash crates and collect Wumpa Coins in order to buy rewards such as new clothing; drinking Wumpa Whip gives the player a temporary coin multiplier that earns extra money from Wumpa Coins and crates. Collecting Power Crystals is required to unlock the Power Gem at the end of a themed area, which unlocks an additional area of the theme park. Mini-cartoons, called "Die-O-Ramas", can also be unlocked; these cutscenes display Crash being "killed" off in various (or getting hurt), and largely humorous ways. Unlocking all 34 Die-O-Ramas unlocks another costume for Crash. The Die-O-Ramas can be viewed at any time under the Extras section in the main menu.

The main hook of Crash Tag Team Racing is the "clashing" feature found during the racing sections of the game. The player can "clash" with another vehicle by pressing a certain button depending on the gaming platform. The player's vehicle will merge with a nearby opponent's vehicle, and the player will then take control of a powerful turret weapon to shoot at other vehicles. The turret can not only be used to shoot at enemy cars, but also to take out incoming attacks.

Six returning characters from previous Crash titles star in Crash Tag Team Racing, along with five original characters, two of which are playable characters. Ebenezer Von Clutch, a deranged German cyborg, is the owner of MotorWorld, and must retrieve his Black Power Gem before he automatically turns off. Aiding him and the Bandicoots is Pasadena O'Possum, a Texan racecar driver who seems to take a liking to Crash. Another notable figure is the mysterious Willie Wumpa Cheeks, the park's excessively jolly mascot and source of Wumpa Whip. Serving as the comic relief are the two chicken commentators Chick Gizzard Lips and Stew, who serve as Crash's tutors during the game.

Roaming around the park are numerous Park Drones, a group of miserable employees who will take a certain amount of money to give Crash what he needs. Also in the park is a diverse set of pedestrians, who seem just as disgruntled with the park as the Park Drones.

Zeljko Duvnjak served as the conceptual artist for Crash Tag Team Racing. The game's script was written by Chris Mitchell, with Jordan Reichek serving as a creative consultant. The full-motion videos were created by Red Eye Studios, who had previously animated the cutscenes for Crash Nitro Kart and Twinsanity. The environments of the game were built by Sarah Meagher and Vincent Chin, while the vehicles were built by Kevin Fink.

The game's soundtrack was composed by Marc Baril and Spiralmouth, with Michael Neilson providing additional music; Gabriel Mann of Spiralmouth doubled as the soundtrack's producer. A fifteen-track soundtrack was released on March 6, 2007, and is available in the iTunes Music Store. The sound design of the game was provided by Cory Hawthorne. The game's voice actors were cast and directed by Chris Borders at Technicolor Interactive Services.

The PS2 version was re-released in the three-disc "Crash Bandicoot Action Pack" compilation (alongside Crash Nitro Kart and Crash Twinsanity) in the United States on June 12, 2007 and in Europe on July 20, 2007.

Crash Tag Team Racing received mostly positive reviews since its release. GameSpot concluded that *"the racing isn't exactly the star of the show, but Crash Tag Team Racing's supplemental elements pull the whole thing together into a unique and most enjoyable experience"*. Nintendo World Report condemned the game as *"unworthy of its namesake"*, and expressed its wish that *"the developer had taken its time to study what was great about the original game before starting work on the sequel — the lack of finesse present in CTTR really shows."* Eurogamer was critical of Crash Tag Team Racing's difficulty, citing that *"it's very easy to win races, even on the Hard difficulty setting, the platforming sections offer no real challenge and the fun to be had from blowing up opponents when you've clashed your kart wears thin after a while."*

Crazy Chicken X

5.8

Developer	Sproing Interactive Media
Publisher	Focus Multimedia
Release date	(eu) November 17, 2006
Genre	Shooter
Mode	1 Player

Crazy Chicken X, also released as Moorhuhn X, is part of the Moorhuhn shooter series. Chickens fly around and it is the players job to shoot them down. The surroundings are generated in 3D and feature a lot of surreal objects and scenes. The actual shooting controls remain the same as in previous Moorhuhn games: the player aims with the controller, shoots by clicking one button and and reloads by clicking another button.

Crazy Frog Racer

5.2

Developer	Neko Entertainment
Publisher	Digital Jesters
Release date	(eu) December 9, 2005
Genre	Racing
Mode	1-2 Players

Players race around in a kart-style races around 12 tracks in 4 cups; baby, funny, crazy and special, and collect power-ups. The game feature 3 different multiplayer modes; championship, single race and battle. Aside from Crazy Frog, players can choose Ninja Gorilla, Matilda the Cow, Ellie the Fairy, the Gangsta kids, Mad French Chef and Drone.

"mobygames.com"

Crazy Frog Racer 2

2.9

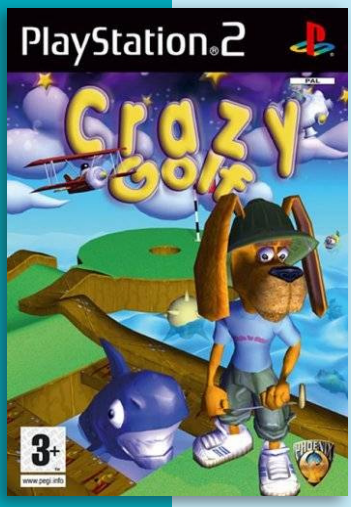
Developer	Digital Jesters
Publisher	Digital Jesters, (us) Valcon Games
Release date	(eu) December 1, 2006
Genre	Racing
Mode	1-2 Players

Though this is, at its heart, a basic racing game there are lots of options. All the single player options apart from Time Trials have three levels of difficulty, the options are: Championship, Single Race with twelve different courses and twelve characters available, Chase Race, Time Trials and two mini games; Crazy Frog Pinball and Crazy Dance.

"mobygames.com"

Crazy Golf

5.5



Developer	Phoenix Games
Publisher	Phoenix Games
Release date	(eu) February 25, 2005
Genre	Sports
Mode	1-4 Players

Crazy Golf is a arcade style golf game for up to four people. The game can be played as a single-player game or as a multiplayer game. Players select from four different canine avatars. There are three worlds/courses to play on, Sea World is available from the start while Sky World and Space World must be unlocked.

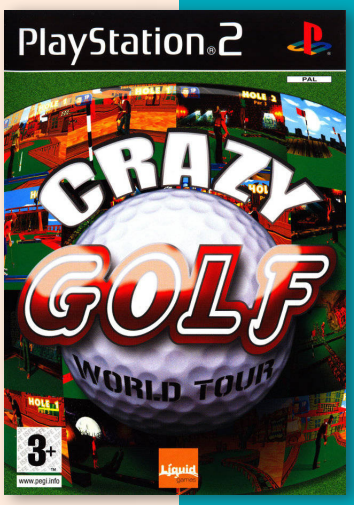
"mobygames.com"

Crazy Golf: World Tour

3.7

Developer	Liquid Games
Publisher	Liquid Games
Release date	(eu) July 22, 2005
Genre	Sports
Mode	1-4 Players

Crazy Golf World Tour is a mini golf game for up to four players. The game's courses all have different obstacles like water hazards, slopes, jumps and moving objects. There's three courses in total, each with 18 holes. Each course has its own theme, be it the Wild West, Ghost World or Pirates Cove. The game has four game modes; Career, Tournament, Speed Golf and Practice.



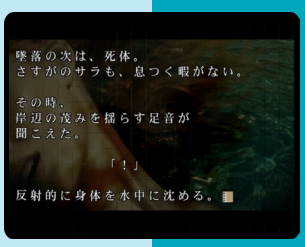
"mobygames.com"

Critical Bullet: 7th Target

7.8

Developer	Flagship
Publisher	Capcom
Release date	(jp) October 24, 2002
Genre	Action-adventure
Mode	1 Player

Critical Bullet: 7th Target is a sequel to Bounty Hunter Sara: Holy Mountain no Teiō (released on Dreamcast and PlayStation). The gameplay is similar to that of the predecessor: players are required to make decisions for player character, Sara, that will open to her different paths, but also might lead to tragic outcome. New is the addition of CG movies to advance the storyline, and the ability to "rewind" the game.



Crazy Taxi

8.0

J N P

Developer	Acclaim Studios Cheltenham
Publisher	Acclaim, (jp) Sega
Release date	(us) May 14, 2001
Genre	Racing
Mode	1 Player

Crazy Taxi is an open world racing video game originally developed by Kenji Kanno and his team at Hitmaker and published by Sega. It is the first game in the Crazy Taxi series. The game was first released in arcades in 1999 and then was ported to the Dreamcast in 2000. It was later ported to other platforms numerous times, including PS2, GameCube, Windows, Xbox Live, and iOS. It became one of the few Sega All Stars on the Dreamcast, and also earned Greatest Hits and Player's Choice status on PlayStation 2 and GameCube respectively. Sega followed up on the success of Crazy Taxi with numerous sequels, the first being Crazy Taxi 2 for the Dreamcast, which included several gameplay changes.

The main objective of the game is to pick up customers and take them to their chosen destination as quickly as possible. Along the way, money can be earned by performing stunts such as near misses with other vehicles. The player is directed to a destination by a large green arrow at the top of the screen. The arrow does not adjust based on obstacles, but rather points in the general direction of the destination. Once the player arrives near the destination, they must stop within a specified zone. When the destination is reached, that customer's fare is added to the player's total money earned. Ratings are then awarded depending on how long the player took to complete the journey. If the customer's timer runs out before the player reaches the destination the customer jumps from the taxi without paying the driver.

Players can select three-, five- or ten-minute settings, or the Arcade Rules used in the original coin-op version of the game. In the three time-limited settings, play continues for the designated period of time, after which the cab automatically stops and no more points can be scored. Under Arcade Rules, the player starts with an initial time limit of one minute, which can be extended through time bonuses earned for quick deliveries. Console versions of the game also feature a mode known as Crazy Box, a set of minigames that feature challenges such as picking up and dropping off a number of customers within a time limit, bowling using the taxi as a ball, and popping giant balloons in a field.

The arcade version of the game includes one stage, and an additional "Original" stage was added for the console versions. Both stages are based in sunny coastal California locales, with steep hills and other strong similarities to San Francisco. The player has a choice of four drivers and their cabs, each of whom has slightly different attributes.

The arcade game was developed by Hitmaker as a variation from then-current arcade titles. The Crazy Taxi cabinet ran on Sega Naomi hardware. It was originally released in arcades as a sit-down machine.

Crazy Taxi producer Kenji Kanno noted that the time extension on gameplay was a breakaway of the current "100 yen for 3 minutes" that persisted at the time for arcade games, and rewarded players with longer playing times by

performing well in the game. In addition to providing a game that could be played in short sessions, Kanno wanted a game to explore the *"daily life and routine"* of a taxi driver. In the development of the Dreamcast version of the original arcade game, the developers included a larger map in addition to the arcade one, as to create a feeling of *"being lost"* and allowing home console players to have fun *"learning the town"*. Mini-games were developed for this version as to *"let the player play longer if he improve[d] skill"* by offering challenges that were both fun and educational. Over one hundred different ideas for mini-games were developed by the team but then pared down for the Crazy Box mini-game challenges for the game.

Crazy Taxi is also notable for its soundtrack featuring the bands Bad Religion and The Offspring, who provided all of the tracks for the arcade and the early ports.

In addition to generic destinations such as the city's police station, rail terminal and lookout point, passengers may also request to be taken to Pizza Hut, Tower Records, the FILA sportswear store, Levi's store or KFC. Crazy Taxi also featured vans on the roads with the WOW! logo on the side. Each of these chains are modeled as a location in the game. This is considered one of the most prominent examples of product placement in video gaming history. These establishments have been replaced with generic businesses in later versions due to licensing difficulties.

Sales for the game were generally high, with the Dreamcast version being the second largest selling Dreamcast game in the United States in 2000, selling nearly 750,000 units, and both the Dreamcast and PS2 versions selling in excess of one million units overall. The PS2 version received a "Platinum" sales award from the ELSPA, indicating sales of at least 300,000 copies in the United Kingdom.

The Dreamcast version of Crazy Taxi was critically acclaimed, averaging 90.19% at GameRankings based on 37 reviews. Subsequent ports of the game have also received generally positive reviews, but had a trend of declining average scores. The PS2 port averaged 78.72% at GameRankings and 80/100 at Metacritic, respectively. The next port for the GameCube scored lower, and the PC port was the poorest rated of the ports.

Critics generally praised the overall gameplay. Brandon Justice of IGN said, *"I can't stress enough how addictive this game is."* GameSpot reviewer Jeff Gerstmann felt that the soundtrack was subjective to personal preference, stating *"you'll either want to crank the volume up or turn the music all the way down."*

Crazy Taxi and its sequels prompted several games which clone its core gameplay. The Simpsons: Road Rage was the first of these titles. In 2003, Sega filed a lawsuit against Fox Interactive, Electronic Arts, and Radical Entertainment. Sega claimed that the game was a patent infringement of Crazy Taxi. The case, Sega of America, Inc. v. Fox Interactive, et al., was settled in private for an undisclosed amount. The poorly received Emergency Mayhem for the Wii utilizes the same core gameplay of the Crazy Taxi series, but adds additional elements in regards to driving emergency response vehicles.

Richard Donner was attached to a live-action version of Crazy Taxi, but eventually bailed out on the project. However, talk of a big or small screen version of Crazy Taxi has been renewed, as Sega optioned the film and TV rights to its library.

Cricket 2002

6.2

P

Developer	HB Studios
Publisher	Electronic Arts
Release date	(eu) February 1, 2002
Genre	Sports
Mode	1-2 Players

Cricket 2002 was the first game in the series developed by HB Studios. All ten international teams are represented together with twenty-two international stadia allowing the player to play one day games and test matches. As the player progresses through the game there are unlockable tournaments and historic teams to extend the gameplay.

"mobygames.com"

Cricket 2004

4.2

Developer	HB Studios Multimedia
Publisher	Electronic Arts
Release date	(eu) March 5, 2004
Genre	Sports
Mode	1-2 (4) Players

Cricket 2004 has full licenses from the Australian, English and Wales, New Zealand, South African Cricket Boards and the International Cricket Council (ICC). The game has 56 teams with over 1,200 players, domestic and international. Create cricket legends with the full player editor. The game has a TV style to it, with full action replays, the third umpire, etc.

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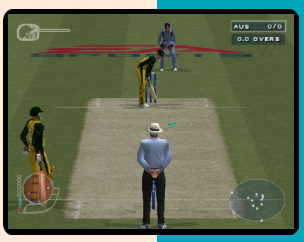

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Cricket 2005

6.4

P

Developer	HB Studios
Publisher	EA Sports
Release date	(eu) July 1, 2005
Genre	Sports
Mode	1-2 (4) Players

The Australian, English, South African and New Zealand national and league teams' names and likenesses are licensed. The game feature 35 stadiums with crowd noise and a TV style presentation (with action replay mode, third umpire, animated duck sequences, and TV style overlays) of cricket. The game has commentary from Richie Benaud and Jim Maxwell.

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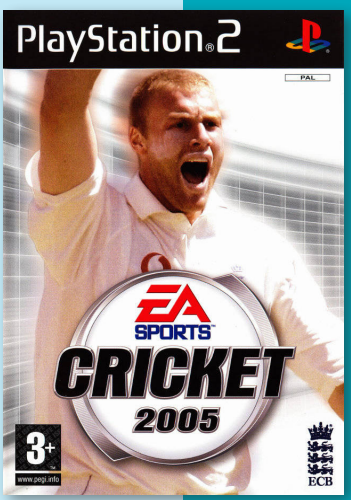
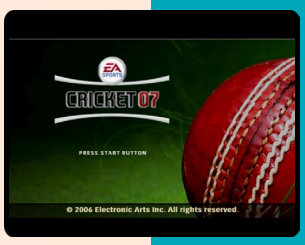


Cricket 07

6.7

Developer	HB Studios
Publisher	EA Sports
Release date	(eu) November 16, 2006
Genre	Sports
Mode	1-2 (4) Players

Players can pick from a choice of 16 international sides including England, Australia, India, South Africa or the West Indies. The game features "Century Stick" analog batting controls to choose the batting parameters to select foot choice, shot direction power and timing. Players can alter their bowler's line of attack with "Quickswitch" bowling and change between fielding positions with on-the-fly "Dynamic Field Positioning."



P

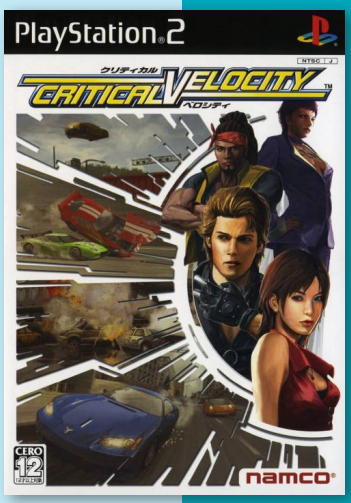
Critical Velocity

8.0

J

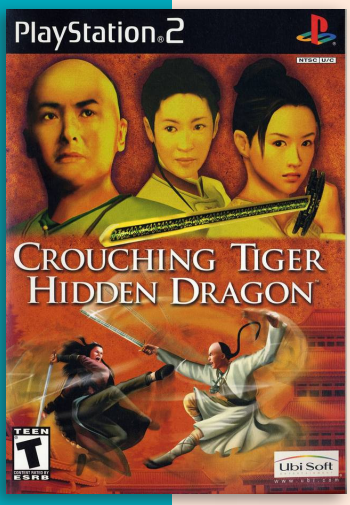
Developer	Namco
Publisher	Namco
Release date	(jp) October 13, 2005
Genre	Racing
Mode	1 Player

Originally titled Rune Chaser, this game was only released in Japan. The game is a free roaming, story-based driving adventure with a big city environment and multiple plot-motivated missions. Jobs include pursuing targets, destroying obstacles, and evading racers. Featured automobiles range from three different types: Sports Cars, Sedans, and RVs.



Crouching Tiger, Hidden Dragon

4.8



Developer	Genki
Publisher	Ubisoft, (jp) ESP Software
Release date	(us) October 9, 2003
Genre	Beat 'em up
Mode	1 Player

Set in Qing dynasty of 19th Century China, this adaptation of the film of the same name follows the path of the characters Jen, Yu Shu Lien and Li Mu Bai.

The story has been split up in three parts, one for each character. The game mimics the film's famous martial arts, with a set of attacks, combos and special moves.

J N P

Crimson Empire

6.5

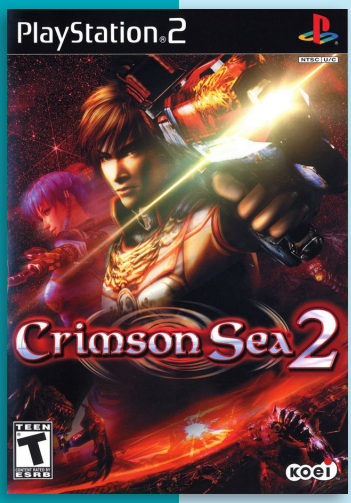
Developer	Art Move
Publisher	Art Move
Release date	(jp) December 16, 2010
Genre	Visual novel, Role-playing
Mode	1 Player

In Crimson Empire - Circumstances to Serve a Noble players take the role of a head maid who has sworn loyalty to prince Edvard. Another prince, Justin, also want the throne, and plots to assassin Edvard. The problem though, is that every time he sends an assassin, the maid defeat the assassin.

The Deluxe Pack version was released in a box that contains the game and a bonus CD.

Crimson Sea 2

7.5



Developer	Koei
Publisher	Koei, (us) SCEA (US)
Release date	(us) March 30, 2004
Genre	Action
Mode	1-2 Players

The sequel to Crimson Sea (released exclusively for the Xbox), follows the story of Sho, the protagonist of the first game. In the distant future, a solar system called Theophilus is once again attacked by a mysterious alien race, called “the menace”. The bounty hunter Sho, who wields a special sword which he can also use as a gun, is determined to put an end to the invasion.

Crossword

5.0

Developer	Nikoli Inc.
Publisher	Success
Release date	(jp) January 22, 2004
Genre	Puzzle
Mode	1 Player

SuperLite 2000 Crossword is a budget crossword game released by Success in Japan. Players fill in the squares with a kana to form a word. The game feature different degrees of difficulty. If the player manage to complete the 250 different crossword questions, they can play the more difficult “super challenging”.

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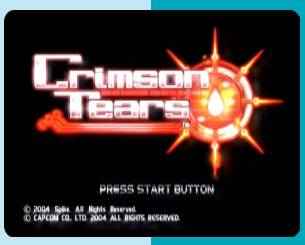
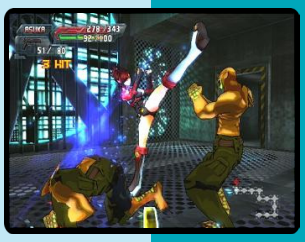
Crimson Tears

6.2

Developer	DreamFactory
Publisher	Capcom
Release date	(jp) April 22, 2004
Genre	Beat 'em up
Mode	1 Player

The game is set in Tokyo in the year 2049 and revolves around three human bio-engineered weapons. The game plays similarly to many dungeon crawlers except that the combat is in real-time. Unlike in most sixth generation games, the levels are completely flat. A notable feature of Crimson Tears is that the levels are generated on the fly using templates, as opposed to a predefined game worlds that are the same every time.

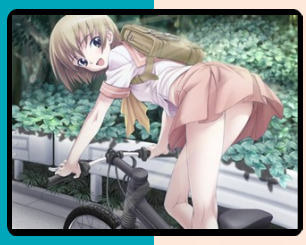


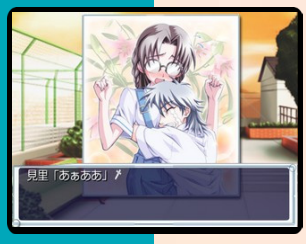


J N P

Cross Channel: To All People

7.6





J

Developer	Kid Genius Pty Ltd.
Publisher	Kid
Release date	(jp) March 18, 2004
Genre	Visual novel
Mode	1 Player

Cross Channel, was originally released in 2003 for Windows, and has later been released for consoles with various added content. An English localization was released in 2018 for Windows.

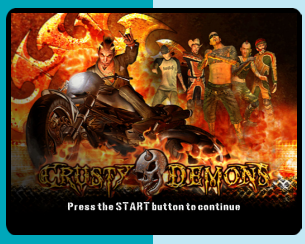
The game is set around Gunjo Gakuen ("Deep Blue School"), a facility designed to gather and isolate those students with a high adaptation coefficient, determined from an adaptation exam mandated by the government.

After a failed summer vacation with other members of the school's broadcasting club, Taichi Kurosu and some of the other club members return to the city, only to find that all living creatures within it except for the club members have completely vanished. In order to confirm the status of the outside world, Taichi decides to gather other club members to help Misato Miyasumi, the president of the broadcasting club, set up a broadcasting antenna to contact any possible survivors. However, Taichi soon discovers that the world is actually repeating the same week and thus all their actions are reset, with no loss or gain, no matter what actions are taken. Seeking himself and the restoration of broken bonds, Taichi must discover meaning to exist in this strange and lonely but, for Taichi, comforting world.

Limited Edition

Crusty Demons

4.9



P

Developer	Climax Group
Publisher	Deep Silver
Release date	(eu) November 24, 2006
Genre	Racing
Mode	1-2 Players

Crusty Demons is an extreme sports game based on the real-life stunt troupe of the same name. Motorized vehicles such as motorcycles and cars are used in performing tricks on ramps, half-pipes and over open areas. Large environments such as trailer parks and international cities like New York and Tokyo are available for the player to explore, do tricks and race.

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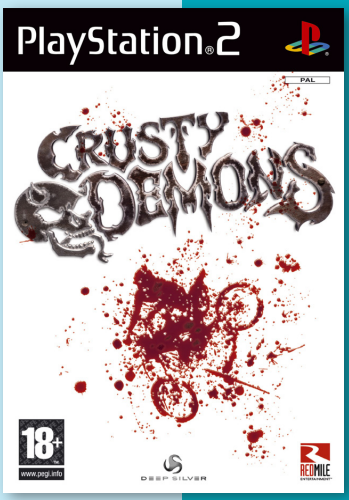
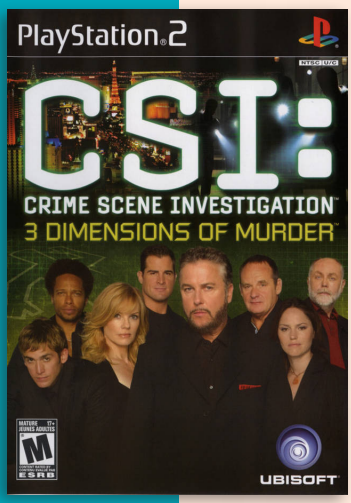


CSI: Crime Scene Investigation: 3 Dimensions of Murder

5.8



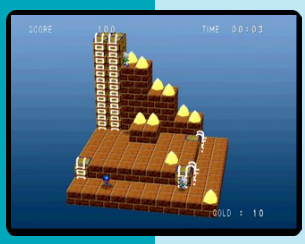
N P

Developer	Ubisoft Bulgaria
Publisher	Ubisoft
Release date	(us) September 25, 20f07
Genre	Adventure
Mode	1 Player

CSI: 3 Dimensions of Murder is based on the CSI: Crime Scene Investigation television series. The PS2 version is not the same as Telltale Games' Windows version. The player has free movement and control of the view. The 3D system does provide the ability to move evidence objects in different angles which helps to locate all available fingerprints and other possible evidence.

Cubic Lode Runner

7.3



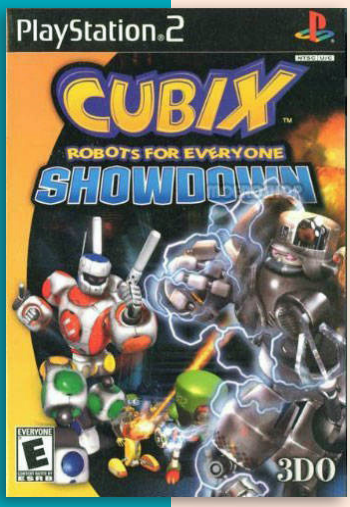
J

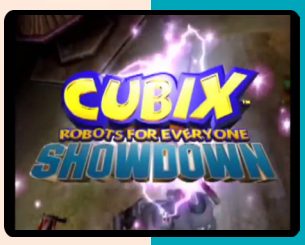
Developer	Hudson Soft
Publisher	Hudson
Release date	(jp) November 27, 2003
Genre	Puzzle
Mode	1 Player

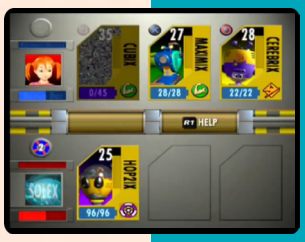
Hudson Selection Vol. 1: Cubic Lode Runner is part of the Hudson Selection, a collection of enhanced remakes of different games. The remake of the NES game, Lode Runner, features 3D and 2D graphics, 60 stages and an Edit Mode for creating custom stages. The BGMs are also rearranged. In this remake, Lode Runner can now dig in four directions instead of two and the field of play can/must now be rotated using the L/R buttons.

Cubix Robots for Everyone: Showdown

8.5







Developer	Blitz Games
Publisher	3DO
Release date	(us) June 2, 2003
Genre	Action, Fighting
Mode	1 Player

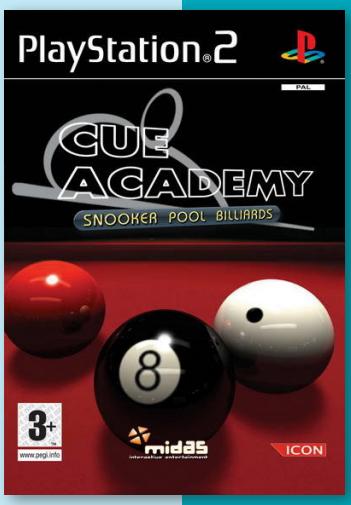
Cubix: Robots for Everyone - Showdown is a futuristic themed 3D action adventure game based on the Cubix: Robots for Everyone TV series.

In the game the player takes control of either Connor or Abby and has to explore Bubble town by solving puzzles and battling robots. The robot battles are turn-based and when won the robot is added to the players battle team.

N

Cue Academy: Snooker, Pool, Billiards

8.0



Developer	Midas Interactive Entertainment
Publisher	Midas Interactive Entertainment
Release date	(eu) September 1, 2006
Genre	Sports
Mode	1-4 Players

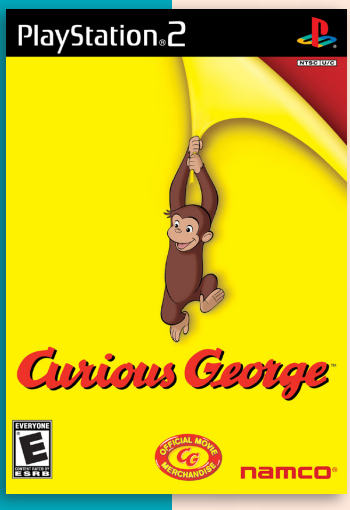
Cue Academy is a pool game. Players can play Snooker, Pool, and Billiards. The game feature tournaments, different opponents, diverse environments and several trophies and sponsorships to claim. Success reveals endless combinations of different bonuses and accessories.

P

"midasinteractive.com"

Curious George

5.3



Developer	Monkey Bar Games
Publisher	Namco, (au) EA Games
Release date	(us) February 1, 2006
Genre	Action-adventure, Platformer
Mode	1 Player

Curious George is a platformer based on the animated movie of the same name. During the thirteen linear levels, the player takes control over George. The majority of time is spent with platform challenges which usually involve jumping or swinging over gaps. Frequently the levels are interrupted by mini games, Those involve simple tasks, for example rhythm sequences or arcade sequences.

N P

7.2

The Conveni 3

Developer	Hamster
Publisher	Hamster
Release date	(jp) April 24, 2003
Genre	Simulation, Strategy
Mode	1 Player

The Conveni 3 is a convenience store management simulation, released in Japan by Hamster Corporation. Players take the role of a convenience store chain operator and try to make it despite growing competition from department stores and larger supermarket chains. The game is licensed by Japanese combini chain Lawson to feature official stores and uniforms. It as re-released as a budget title in 2005.

"ign.com"

The Conveni 4

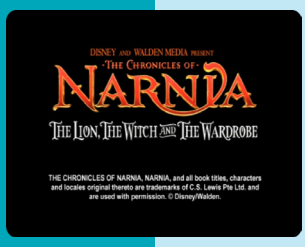
9.5

Developer	Blackjack
Publisher	Hamster
Release date	(jp) April 27, 2006
Genre	Simulation, Strategy
Mode	1 Player

The Conveni 4 is another entry in the convenience store management simulation. Players once again slip into the role of a convenience store chain operator and try to make it despite growing competition from department store and larger supermarket chains. The game is licensed by Japanese combini chain Lawson to feature official stores and uniforms.

6.4

The Chronicles of Narnia:
The Lion, The Witch and The Wardrobe

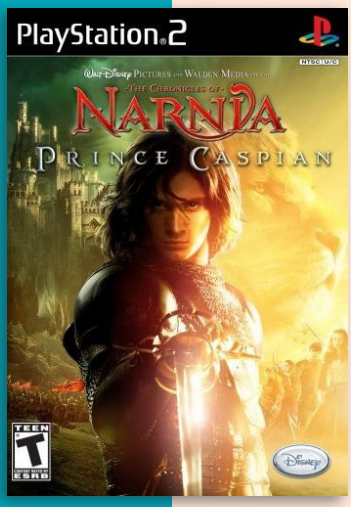


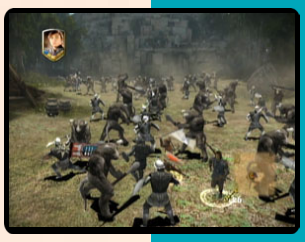
Developer	Traveller's Tales
Publisher	Buena Vista Games, SCEA, (ko) THQ Korea, (eu) Disney Interactive Studios, (jp) D3Publisher
Release date	(us) November 14, 2005
Genre	Action-adventure
Mode	1-2 Players

The game is based on the movie of the same name. Depending on which level players are playing, they'll be able to play as at least two of the four children, although some levels require them to use all four. The four children all have different special abilities. During each level players can switch between characters at any time.

The Chronicles of Narnia: Prince Caspian

6.7



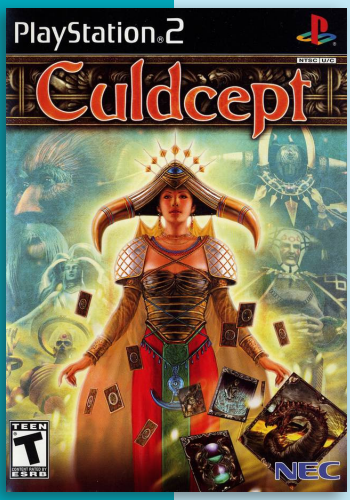


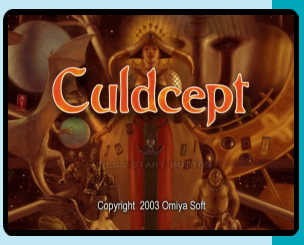
Developer	Traveller's Tales
Publisher	Disney Interactive Studios
Release date	(us) May 15, 2008
Genre	Action-adventure
Mode	1-2 Players

The story takes place 1 Human year or 1,300 Narnian years after the first game, where Prince Caspian has summoned the four Pevensie siblings in order to help Narnia and Aslan bring unity back to the lands. Gameplay is similar to the first, basically hack-n-slash, moving through levels, battling enemies using each character's unique battling tactics.

Culdcept

7.8



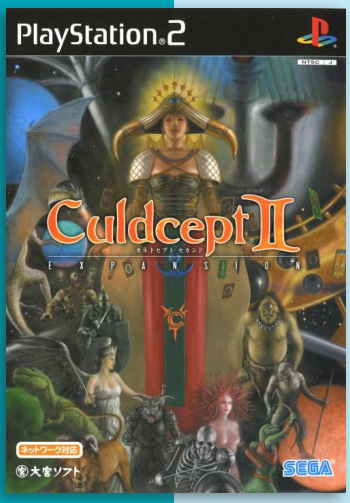


Developer	NEC Interchannel
Publisher	Sega, (us) NEC Interchannel
Release date	(jp) September 26, 2002
Genre	Board, Card game
Mode	1-4 Players

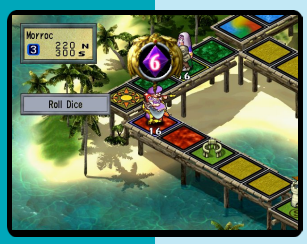
Culdcept is a turn-based strategy game. It has drawn comparisons to other modern strategy titles, and also shares features with non-video games Monopoly and Magic: The Gathering.

The player takes on the role of a Cepter. Cepters are beings that have the ability to use magical cards to summon creatures, cast spells, and perform various other feats of wizardry. As players advance through the game, they earn additional cards that they can use to create customised "books" (decks of 50 cards) with which to better defeat their foes.

Although the game is relatively intricate, it slowly nurtures the player through basic game concepts. By acting as an arbiter and automatically enforcing the rules, game complexity is kept to manageable levels. After enough sessions, players should be able to figure out various strategies and be able to effectively practice deck optimization techniques.

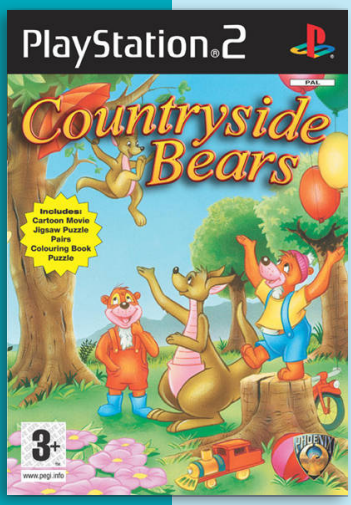


J N



Countryside Bears

2.6



Developer	Phoenix Games
Publisher	Phoenix Games
Release date	(eu) 2006
Genre	Mini-games
Mode	1 Player

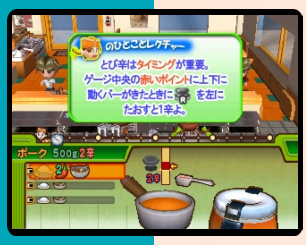
The Countryside Bears (or Teddy, the little bear as listed on the Dingo Pictures website) is a Phoenix released consisting of different mini games and a cartoon. The animated cartoon is, as usual, a mockbuster produced by Dingo Pictures. The cartoon is intended as a ripoff of Disney´s 2002 American family musical comedy film, Country Bears.

"mockbuster.wikia.com"

P

Curry House CoCo Ichibanya

7.6

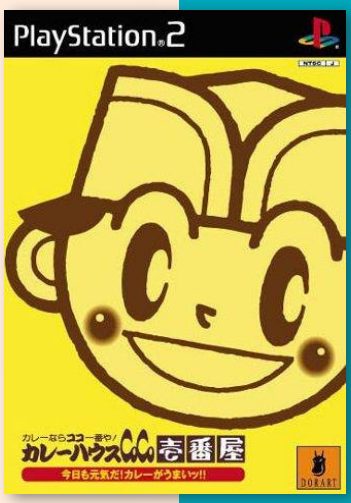


J

Developer	Dorart
Publisher	Dorart
Release date	(jp) May 20, 2004
Genre	Simulation
Mode	1-2 Players

Curry House CoCo Ichibanya is a cooking and restaurant management game featuring the popular Japanese curry restaurant chain CoCo Ichibanya.

The player can be either the waiter or the chef. Playing as the waiter, the player must greet customers, take orders to the chef, and take completed orders to the customers. As the chef, the player must select ingredients and prepare the correct dishes similar to Cooking Mama.



Cy Girls

5.3

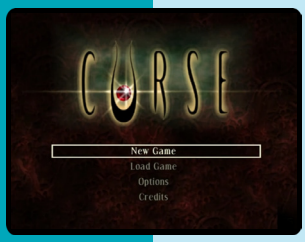
Developer	KCEJ
Publisher	Konami
Release date	(jp) February 19, 2004
Genre	Action-adventure
Mode	1 Player

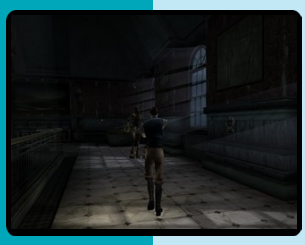
Gameplay for CY Girls combines puzzle-solving with two distinctly different combat styles: ninja-oriented melee combat and stealth for Aska, and firearms combat for Ice. Essentially, the game was two different games depending on the character choice, as the game was released as a 2-disc package, containing Aska's data on one disc and Ice's data on the other. After completing the main story, additional characters is unlocked.

J N P

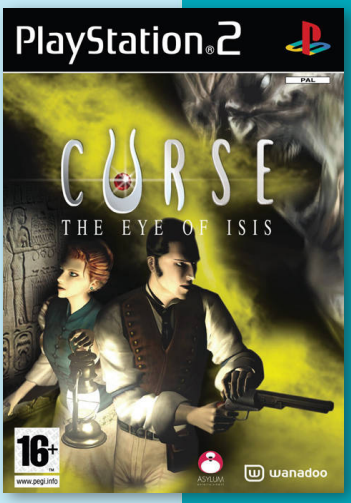
6.1

Curse: The Eye of Isis



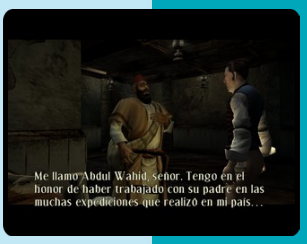


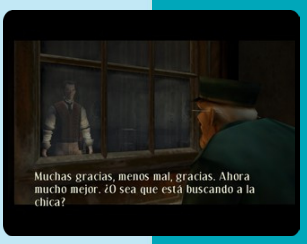
Developer	Asylum Entertainment
Publisher	Wanadoo
Release date	(eu) February 27, 2004
Genre	Survival horror
Mode	1 Player



In this game, someone has stolen an artifact from the British Museum - a sacred (and cursed) Egyptian statuette called the “Eye of Isis”. The player are called in to investigate its disappearance, find and return it to the pyramid where it once resided. The deadly curse must be stopped, and time is of the essence!

Curse: The Eye of Isis is a horror action game. Players choose to play either Dr. Darien Dane or his assistant, Victoria Sutton. Each character has different scenarios to complete to reach the same objective. They can travel to seven different locations, battling undead monsters (zombies, mummies, etc. and their bosses) as well as animated deadly objects. Locate and use a variety of weapons including a shotgun, rifle, pistol, truncheon, crossbow, flame-thrower and mortar gun. Find clues, characters and puzzles to help you discover the location of the sacred statue.





During the game, realtime 3D cut scenes, interactions with NPCs as well as visual and audio messages provide more information to advance the story line. Gameplay is in 3rd person with action scenes reverting to 1st person.

“mobygames.com”

P

Cyber Jansou

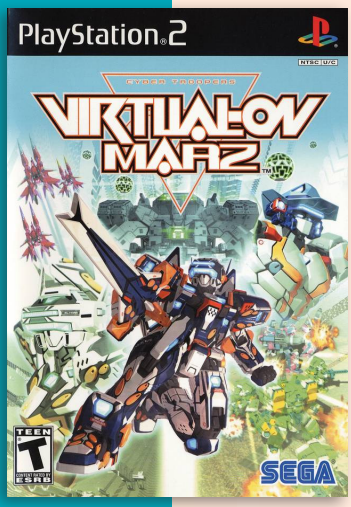
Developer	Konami
Publisher	Konami
Release date	(jp) March 28, 2002
Genre	Board
Mode	1 Player

Cyber Jansou is a mahjong game. Apparently players can use the game to gain access to the popular Dongfeng village for PC users. Players could play mahjong games with over 100,000 users. It was also possible to participate in the tournament.

J

Cyber Troopers Virtual-On Marz

5.4



J N

Developer	Hitmaker
Publisher	Sega
Release date	(jp) May 29, 2003
Genre	Action, Fighting
Mode	1-2 Players

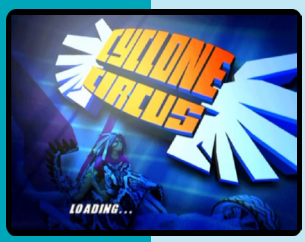
In this game, the world is just a business, especially when it comes to making money out of entertainment. For many, the creation of the Virtuaroids (VR) began a new age as the 49-foot mechanical giants gained the attention of everyone and anyone nearby. Noticing this, business makers used the opportunity to create a new form of entertainment upon the surface of Mars. Known as Limited War, the performances drew crowds the universe over. It wasn't until corporate greed appeared once more that things began to fall out of control.

Those in power began to fight each other for a stake in the new events, leading to internal fighting and crime. A special investigations unit was formed, in hopes it would eliminate such crime and bring order back. They are known as 'MARZ', and as a member of that team players must use their new found position to their advantage.

In each mission, players will control their own VR and must defend or attack a number of key locations and other VR units. Over time they will gain new additions to the machines armour and weapons which will aid them in later missions. They'll also unlock bigger and more powerful VR's as well.

Cyclone Circus

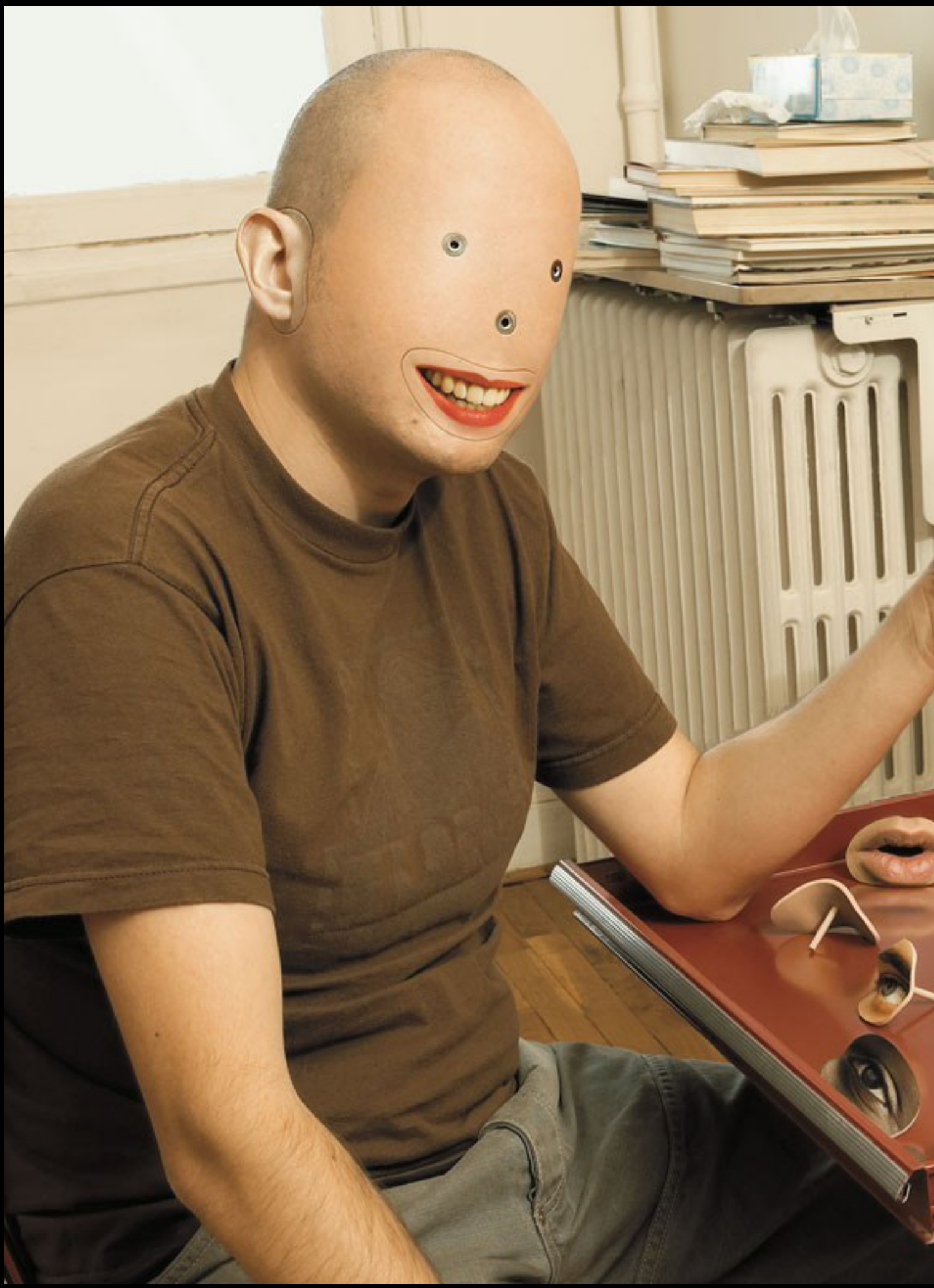
7.0



P

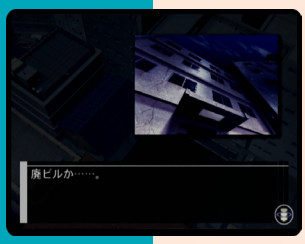
Developer	Playlogic
Publisher	Playlogic
Release date	(eu) February 1, 2006
Genre	Racing
Mode	1-2 Players

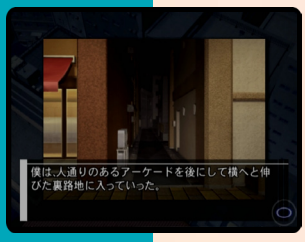
Cyclone Circus is a racer where players can compete against 9 opponents or against another player in dual screen mode. The cars sport a futuristic design, and each car has a plasma sail that players have to use. Turning the wind to their advantage, they can pick up numerous bonuses and power-ups that will catapult players ahead of their opponents. Each level has a specific setting, and contains a number of jump sites and bonus areas.



PS2
PlayStation.2
网易游戏频道
GAME.163.COM

D→A:BLACK





J

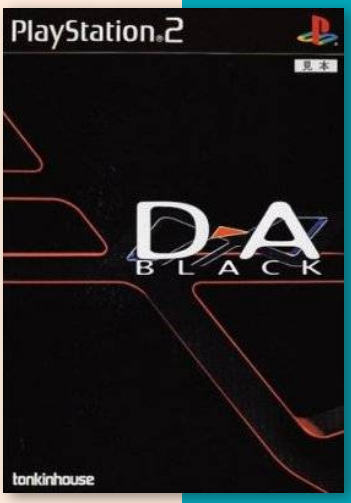
Developer	Tonkin House
Publisher	Tonkin House
Release date	(jp) December 25, 2003
Genre	Visual novel
Mode	1 Player

In D-A:BLACK, High-school student Tōya Shinjō is what's known as a "Shinigami" - an envoy of Hell who guides wandering souls, or "Creeps", who linger in the human realm. Each night, he hunts Creeps along with his partner Yuriel Arlencloyn, a white-winged Angel of Heaven. However, one night during their hunt, they happen to rescue a girl named Natsuki who recognizes Tōya as her classmate. Normal humans are not meant to know of such things as Shinigami and Creeps; with Tōya's own past shrouded in mystery to even himself, and Natsuki also interested romantically in Tōya, things quickly become complicated...

D-A:BLACK is a so-called "active novel" - a visual novel-style adventure game with realtime battle sequences, divided into six chapters. The story unfolds from Tōya's point of view, largely through voiced dialogue sequences with still images. The player must occasionally make choices that will affect how the story plays out and which of the 11 endings are reached.

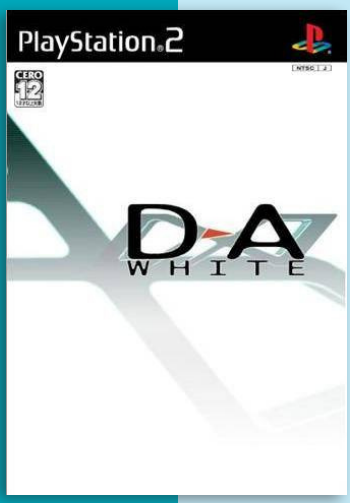
At certain points in the game, the player will be attacked by Creeps. Controlling Tōya, his partner Yuriel, and his familiar Rin, the player must defeat the attacker and defend their team in a real-time battle.

"mobygames.com"



Limited Edition

D→A: White



Developer	Tonkin House
Publisher	Tonkin House
Release date	(jp) December 2, 2004
Genre	Visual novel
Mode	1 Player

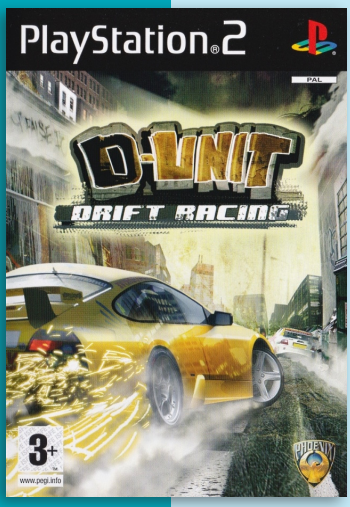
D-A:White take place two months after the events of D-A:Black. The player once again takes control of Tōya Shinjō. The main difference in gameplay from the previous title is the battle sequences, which have been expanded significantly and now allow for other characters besides Tōya, Yuriel, and Rin to participate depending on the situation.

"mobygames.com"

J

D-Unit Drift Racing

5.6



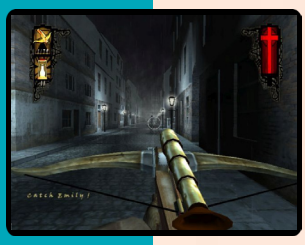
Developer	Phoenix Games
Publisher	Phoenix Games
Release date	(eu) October 13, 2006
Genre	Racing
Mode	1-2 Players

D-unit Drift Racing is a racing game which focuses on drifting style car races set in range of gritty urban environments. The gameplay revolves around earning money by winning races, which can be used to upgrade the car and unlock new cars, courses and racing leagues.

"mobygames.com"

Daemon Summoner

2.5



Developer	Atomic Planet Entertainment
Publisher	Midas Interactive Entertainment
Release date	(eu) March 31, 2006
Genre	First-person shooter
Mode	1 Player

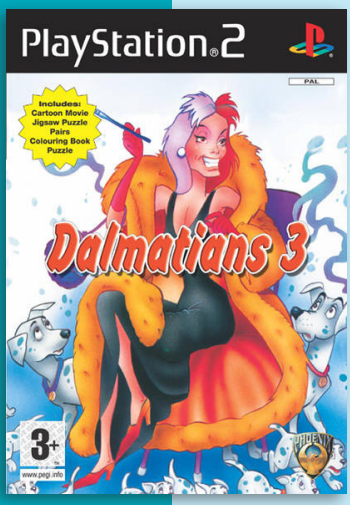
Daemon Summoner is a first person shooter that takes place in 1888, during the Victorian era of England. Players take on the role of James Farrington-Higgs.

James uses an assortment of weapons to defeat creatures, such as imps, ghouls, werewolves, and vampires, with some examples including a crossbow, a revolver, and holy water.

"mobygames.com"

Dalmatians 3

1.8

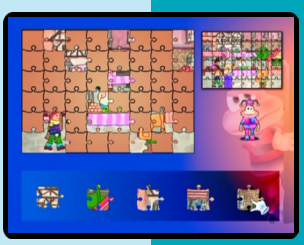


Developer	Phoenix Games
Publisher	Phoenix Games
Release date	(eu) 2006
Genre	Miscellaneous
Mode	1 Player

Dalmatians 3 is a re-release of the PlayStation game Dalmatians 2. The game feature the usual pairs and puzzle minigames along with a 45-minute Dingo cartoon.

Like in every other Dingo Pictures film, most of the animation, especially the animal animations, is reused many times, like a "stock pile" of animal animation.

"mockbuster.wikia.com"



7.6

D. C. F. S.
~Da Capo Four Seasons~

Developer	Kadokawa
Publisher	Kadokawa
Release date	(jp) December 15, 2005
Genre	Visual novel
Mode	1 Player

Da Capo: Four Seasons is a mixed, expanded and rewritten version of various PC releases which features some of the old scenarios, discards some, and has some of them rewritten, without the erotic content. D.C.F.S. is an after story to D.C.P.S. that takes place during four different seasons. Each season (spring, summer, autumn and winter) features three different heroines and can be played in any order.

Like majority of other visual novels, the basic gameplay consists of going through story text with occasional choices that branch the story and lead to different endings. During gameplay, the player can also check the message log or remove the on-screen text to see the unobscured background image.

D.C.I.F.: Da Capo Innocent Finale

8.2

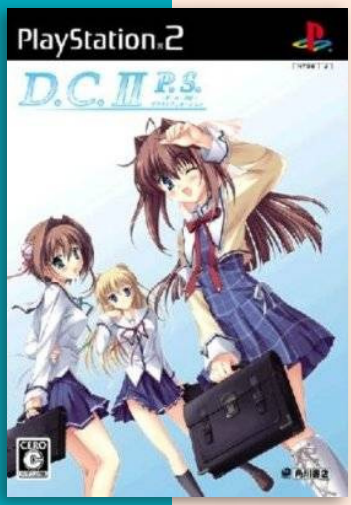
Developer	Sweets
Publisher	Sweets
Release date	(jp) April 29, 2009
Genre	Visual novel
Mode	1 Player

Da Capo: Innocent Finale is a fan disk featuring an alternative setting in the series focusing on Kotori Shirakawa as the main heroine due to gaining a huge popularity among the fans. Kotori planned to confess her feelings to Junichi after being crowned a prom queen at the graduation party, but her dream collapses when Junichi's younger sister enters the scene. But that doesn't stop her from keeping on dreaming about her and Junichi, and how she will confess her feelings to him one day.

This visual novel is identical in gameplay and style with other Da Capo games, but features original video opening and theme songs. The game also features a bonus sub-scenario in addition to the main story, which provides more info about character connections and story background.

D.C. II P.S.: Da Capo II Plus Situation

7.6



Developer	Circus
Publisher	Kadokawa
Release date	(jp) May 29, 2008
Genre	Visual novel
Mode	1 Player

Da Capo II is a part of the ongoing Da Capo series of games by Circus, and is the direct sequel to Circus' previous title Da Capo. The story takes place on the same island as Da Capo (Hatsunejima), 53 years after the original game's story.

The Deluxe Pack contain the 2-DVD game, an special arc "Harukaze P.S ~Plus Situation~", an anime DVD with interviews and a soundtrack.

J

D.C.: Da Capo - The Origin

7.5

J

Developer	Sweets
Publisher	Sweets
Release date	(jp) February 14, 2008
Genre	Visual novel
Mode	1 Player

Da Capo: The Origin is a remake of the original PC game D.C. (abbreviation of Da Capo) released in 2002. The PS2 remake feature an extended version with updated storylines and characters, but with the adult content removed. The voices in this remake were done by the original cast.

Da Capo centers around Jun'ichi Asakura.

D.C.P.S.

8.5

Developer	Circus
Publisher	ESP Software
Release date	(jp) October 30, 2003
Genre	Visual novel
Mode	1 Player

Da Capo Plus Situation's storyline follows the romantic entanglements between students in a university. Depending on the player's choices, the scenario and ending changes.

Enhancements in the PS2 version over the PC original include new girls, new scenarios and remixed sound and voices.

J

"psxdatacenter.com"

D.N.A.: Dark Native Apostle

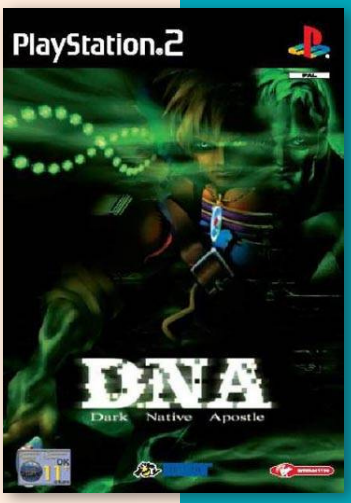
6.3

J P

Developer	Hudson, Tamsoft
Publisher	Hudson
Release date	(jp) September 6, 2001
Genre	Action-adventure
Mode	1 Player

D.N.A.: Dark Native Apostle is an obscure 2002 action adventure game developed by Tamsoft.

A unique element in the game is the use of bio-chips - the player can collect different kinds of chips, such as applying a 'Speed' one to go faster, or 'HP' to get more health. Mix them up to create certain abilities, such as smoke bombs, dashing and climbing. Also, they're able to drop bombs from No.13's right arm.



D.N.Angel: Kurenai no Tsubasa

8.0

J

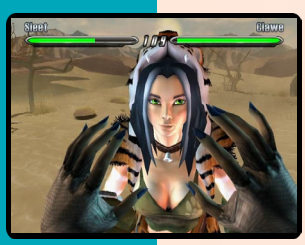
Developer	Takara
Publisher	Takara
Release date	(jp) September 25, 2003
Genre	Adventure
Mode	1 Player

D.N.Angel is based on the manga series written and illustrated by Yukiru Sugisaki. The game was released to coincide with the conclusion of the anime adaptation. However, the game storyline is closer to the manga.

Players take control of Daisuke Niwa and juggle the personalities of a teenager in love, a master thief and the search for something called the Crimson Wing.

Dark Wind

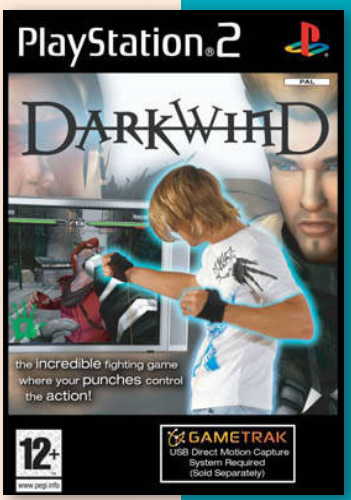
6.1



P

Developer	Atomic Planet Entertainment
Publisher	In2Games
Release date	(eu) October 22, 2004
Genre	Fighting
Mode	1-2 Players

Dark Wind is a first-person fighting game using the Game-Trak system, a 3-dimensional game control systems based on position tracking. Players fight through 9 opponents (including the Grand-Master Storm) in 9 locations in Story, Arcade, Survival or other game modes. The players actual punches translate to punches within the game.



D.Gray-man: Sōsha no Shikaku

8.2

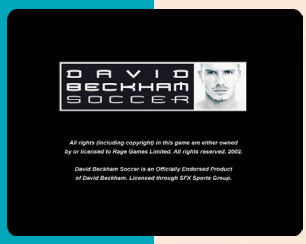
Developer	Konami
Publisher	Konami
Release date	(jp) September 11, 2008
Genre	Adventure, Role-playing
Mode	1 Player

Sōsha no Shikaku is an RPG based on the D.Gray-man anime series, adapted from the manga of the same name by Katsura Hoshino. It features cut-scenes fully-voiced by the cast of the anime that lead into battle sequences with the enemies of the exorcists: Akuma and the mysterious group with superhuman abilities known only as the Noah, both under the Earl's control. At certain points in the game, the player can choose to view the story from the perspective of one of the five exorcists. The selected exorcist must then make decisions throughout the story that influence their bonds ("KIZUNA") with their fellow exorcists, for better or worse. Raising bonds between exorcists unlocks scenarios, some of which can only be accessed through specific routes. The battles are turn-based and take place on a grid. Attacks are limited by their range, and can only be performed successfully if an enemy is on a targeted space.

J

David Beckham Soccer

6.8



P

Developer	Rage Software
Publisher	Rage Software
Release date	(eu) June 7, 2002
Genre	Sports
Mode	1-2 (4) Players

The game is endorsed by the then England and Manchester United captain and international superstar, David Beckham. It includes both national and club teams (from England, France, Germany, Italy and Spain), plus the ability to create custom teams, with details ranging from the usual name, strips and colours to the stadium. Other than Beckham himself, no player is licensed (likeness is preserved, but names are replaced with phonetic equivalents), but the editor also allows the player to customize each player and team. Game modes include friendly, club season, several international cups (including the defunct Home Championship), Classic Matches (some featuring the highlights of Beckham's career, others just classic matches), Beat Brazil, Survival and Train With Beckham.

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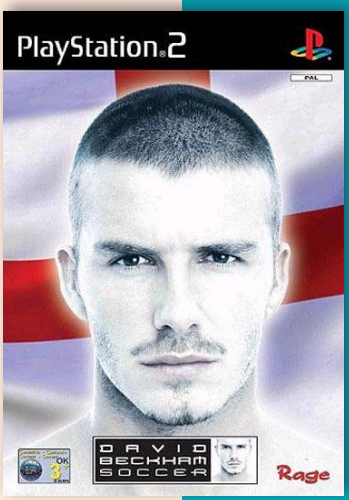


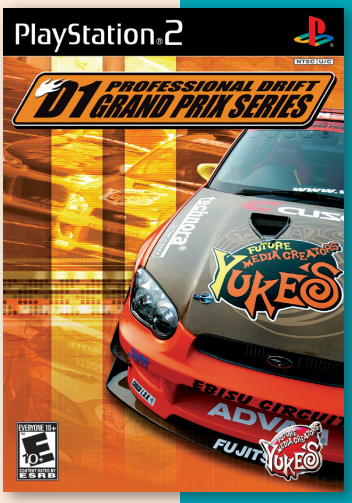
4.5

D1 Professional Drift Grand Prix Series

J N

Developer	Yuke's
Publisher	Yuke's, (us) Yuke's Company of America
Release date	(jp) February 17, 2005
Genre	Racing
Mode	1-2 Players

Players can Choose from 40 licensed vehicles including cars from Toyota, Honda, Mazda, Subaru, and Pontiac, and then select one of 39 professional drift drivers. Players race through six modes of play such as "D1 Series," "X-Treme," "Time Attack," "Survival Mode," "Battle Mode" and "D1 Theatre," during the day or the evening, in the rain or sunshine.



D1 Professional Drift Grand Prix Series 2005

Developer	Yuke's
Publisher	Yuke's
Release date	(jp) October 20, 2005
Genre	Racing
Mode	1-2 Players

D1 - Professional Drift Grand Prix Series 2005 is similar to the prequel. Like the one before it, players can race through six modes of play including "D1 Series," "Survival Mode," "Battle Mode," and "D1 Theatre". The game feature official D1 Grand Prix car stats, rules, and racing circuits and players can choose from 40 different cars from companies including Toyota, Mazda, and Pontiac.

J

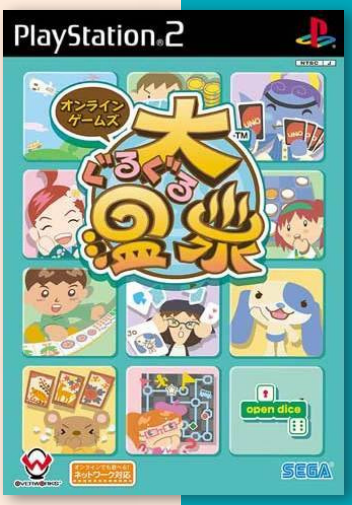
7.0

Dai Guruguru Onsen

J

Developer	Overworks
Publisher	Sega
Release date	(jp) October 31, 2002
Genre	Party
Mode	1-4 Players

Dai Guruguru Onsen is the PS2 version of the 2 DreamCast games Atsumare! Guru Guru Onsen. The game features a collection of 8 different games: Mahjong, Poker games, Uno, a board game about catching a thief, reversi & hanafuda. Players can also customize their character in the game editor.



"psxdatacenter.com"

Dai Senryaku VII: Exceed

4.3

Developer	SystemSoft
Publisher	SystemSoft, (us) Valcon Games
Release date	(jp) December 14, 2006
Genre	Turn-based strategy
Mode	1-4 Players

The game is an updated release of the original Xbox game, Dai senryaku VII: Modern Military Tactics. Exceed includes more campaigns, units, and maps.

Exceed is a turn-based strategy game played on an assortment of hex-shaped maps. Players choose one of eight modern-era countries before waging war in a series of 25 missions, each offering multiple objectives and win conditions.

J N

Dai-2-Ji Super Robot Taisen Alpha

8.5

J

Developer	Banpresto
Publisher	Banpresto
Release date	(jp) March 27, 2003
Genre	Turn-based strategy
Mode	1 Player

Dai-2-ji Super Robot Taisen α is the third game in the Alpha sub-series after Super Robot Taisen α Gaiden, picking up a few months after the previous story. Earth has successfully repelled the Neo Zeon and Zentradi attacks, but faces ever more new threats, from both inside and out. Gameplay is the standard mission-based, turn-based strategy that the series is well-known for.

Dai-3-Ji Super Robot Taisen Alpha: Shuuen no Ginga e

8.7

Developer	Banpresto
Publisher	Banpresto
Release date	(jp) July 28, 2005
Genre	Turn-based strategy
Mode	1 Player

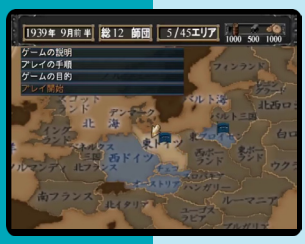
3rd Super Robot Wars Alpha: To the End of the Galaxy is the 4th and final installment of the Super Robot Wars Alpha series, and canonically the last game produced by Banpresto, before the merging with Bandai Namco Games.

The game contains one of the largest casts to ever be placed together within a Super Robot Wars game.

J

Daisan Teikoku Koubouki

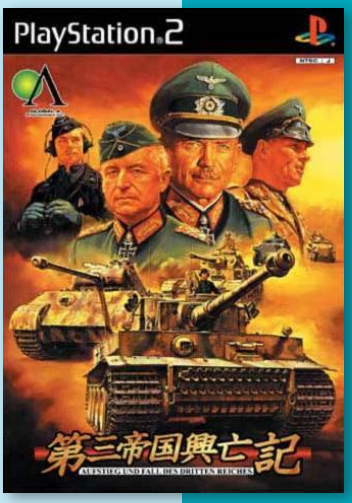
7.0



J

Developer	Marionette
Publisher	Global A
Release date	(jp) January 15, 2004
Genre	Simulation, Strategy
Mode	1 Player

Daisan Teikoku Koubouki is a war game set in World War II. Players take the role of a German commander and aim to win over the European, Mediterranean and Middle East. While developing and producing weapons, players deploy the weapons they produce to their troops and advance to the enemy's territory.



Daisan Teikoku Koubouki II

7.0

Developer	Global A
Publisher	Marionette
Release date	(jp) September 1, 2005
Genre	Simulation, Strategy
Mode	1 Player

In Daisan Teikoku Koubouki II ("The Third Reich Kinoshito II") players once again fight for a European unification as a German commander. Taking place in World War II, players fight against France, the United Kingdom, the Soviet Union and the United States, trying to gain control over the continent.

J

Daisenryaku 1941

6.7

J

Developer	SystemSoft
Publisher	Sammy Studios
Release date	(jp) September 26, 2002
Genre	Turn-based strategy
Mode	1 Player

In Daisenryaku 1941 players commands the Japanese Imperial Army in the historical Pacific War and tries to guide them to victory.

The game is a seemingly heavy game, but is in fact a tactical simulation game suitable for beginners, and with a fast tempo in gameplay.

Daisenryaku: Dai Toua Kouboushi - Tora Tora Tora Ware Kishuu Ni Seikou Seri

7.8

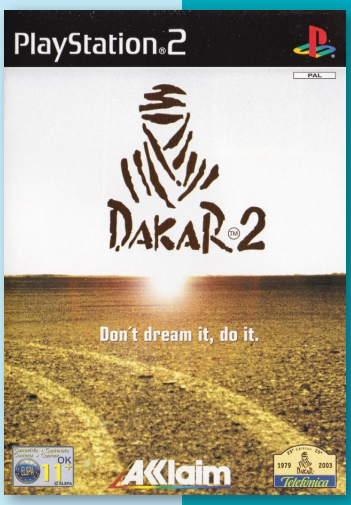
Developer	SystemSoft
Publisher	SystemSoft
Release date	(jp) September 25, 2008
Genre	Turn-based strategy
Mode	1 Player

The game with the worlds longest title, Daisenryaku: Dai Toua Kouboushi - Tora Tora Tora Ware Kishuu Ni Seikou Seri, is a PC port. The console version includes more polished maps, 3D attack animations, and a campaign with the USA. The game is another war game where players take turns fighting on a hexagon map.

J

Dakar 2

6.9



Developer	Acclaim
Publisher	Acclaim
Release date	(eu) March 7, 2003
Genre	Racing
Mode	1-2 Players

Dakar 2 is a racing game simulating the famous Paris-Dakar Rally. Although not the real 6000 kilometers can be crossed in the game, the rally mode takes the player through 12 tracks all the way from France to Dakar. The tracks lead racers through cities, forests and the desert. The player can choose from the officially licensed cars, trucks and bikes from Dakar 2002.

"mobygames.com"

P

Daito Giken Premium Pachi-Slot Collection: Yoshimune

Developer	Paon Corporation
Publisher	Daito
Release date	(jp) July 6, 2006
Genre	Gambling
Mode	1 Player

Yoshimune is a digital recreation of the pachi-slot machine of the same name, updated from the previous conversion. This version includes the latest revisions from the real machine, along with a significant graphical overhaul. Notably, the "real battle" mode now replicates a complete pachi-slot hall that the player can walk around in, where all of the machines operate in real-time.

J

8.0

Daito Giken Koushiki Pachi-Slot Simulator: 24 - Twenty-Four

J

Developer	Paon Corporation
Publisher	Paon Corporation
Release date	(jp) October 9, 2008
Genre	Gambling
Mode	1 Player

24 is a digital recreation of the pachi-slot machine of the same name based on the American television series also of the same name. It includes a practice mode, and a “real battle” mode where the player is given a certain amount of money and must play on preset machines to win as much as possible. As usual, detailed play data tracking and an in-game gallery are also included.

Daito Giken Koushiki Pachi-Slot Simulator: Hihōden

J

Developer	Daito
Publisher	Daito
Release date	(jp) August 17, 2006
Genre	Gambling
Mode	1 Player

Hihōden is a digital recreation of the pachi-slot machine of the same name. It includes a practice mode, and a “real battle”. There is also a challenge mode where the player must complete certain tasks in the mini-games to unlock bonus content. Detailed play data tracking and an in-game gallery are also included.

“mobygames.com”

Daito Giken Koushiki Pachi-Slot Simulator: Ossu! Banchou

J

Developer	Paon Corporation
Publisher	Daito
Release date	(jp) November 2, 2005
Genre	Gambling
Mode	1 Player

Ossu! Banchō is a digital recreation of the pachi-slot machine of the same name. It includes a practice mode, and a “real battle” mode where the player is given a certain amount of money and must play on preset machines to win as much as possible. Also included are detailed play data tracking and an in-game gallery.

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Daito Giken Koushiki Pachi-Slot Simulator: Shake II

Developer	Paon Corporation
Publisher	Paon Corporation
Release date	(jp) July 26, 2007
Genre	Gambling
Mode	1 Player

Shake II is a digital recreation of the pachi-slot machine of the same name made. It includes a practice mode, and a "real battle". The battle mode in this edition has been expanded to feature multiple pachi-slot halls and different events that can occur in each. Detailed play data tracking and an in-game gallery are also included.

"mobygames.com"

Daito Giken Koushiki Pachi-Slot Simulator: Shin Yoshimune

Developer	Paon Corporation
Publisher	Paon Corporation
Release date	(jp) March 13, 2008
Genre	Gambling
Mode	1 Player

Shin Yoshimune is a digital recreation of the pachi-slot machine of the same name made by Daito Giken, a sequel to Yoshimune. It includes a practice mode, and a "real battle" mode where the player is given a certain amount of money and must play on preset machines to win as much as possible. As usual, detailed play data tracking and an in-game gallery are also included.

Daito Giken Koushiki Pachi-Slot Simulator: Yoshimune

9.3

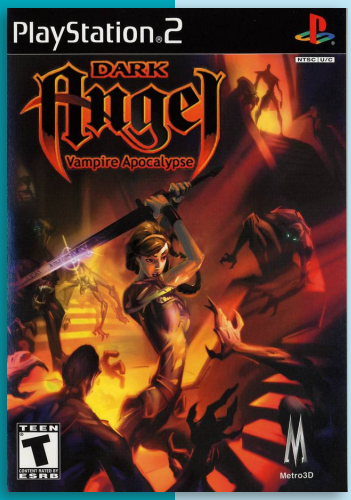
Developer	Daito
Publisher	Daito
Release date	(jp) December 9, 2004
Genre	Gambling
Mode	1 Player

Yoshimune is a digital recreation of the pachi-slot machine of the same name. It includes a practice mode, and a "real battle" mode where the player is given a certain amount of money and must play on preset machines to win as much as possible. Also included are detailed play data tracking and an in-game gallery. as they do in real life.

"mobygames.com"

5.3

Dark Angel: Vampire Apocalypse



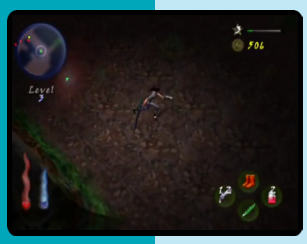
Developer	Metro3D
Publisher	Metro3D
Release date	(us) July 8, 2001
Genre	Action-role-playing
Mode	1 Player

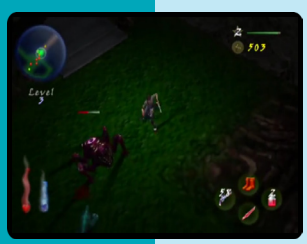
Set in the year 1670 in the land of Gothos, Dark Angel follows the female vampire protagonist Anna, who is assigned to protect three villages from the evil Shadow Lord and his armies of minions. Anna has but one year to gather the necessary experience and supplies for the innevitable showdown with the Shadow Lord. Featuring hack and slash-style gameplay inspired by titles such as Diablo, Dark Angel has the player take on missions, explore random dungeons, and battle hordes of monsters. The game allows the player to map a wide variety of weapons and items to the game controller face buttons.

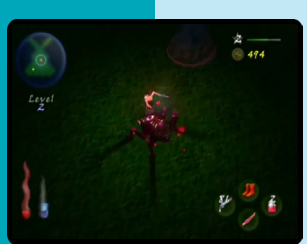
The game was originally announced in 1999 to be in development for the Dreamcast. The 21-person team, which also worked on Metro3D's Armada, was led by Mark Jordan, the company's vice president of development, and was composed of many ex-Atari and THQ staffers.

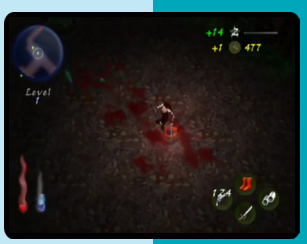
According to Jordan, the storyline of Dark Angel grew from the development team's *"fascination with gothic fantasy... love of stylish characters, and... desire to make an epic game"*. Other aspects of the game's development were taken from previously successful games. Character animation sets were inspired by properties including Diablo, Strider, and Fallout. The game was meant to be structured like the latter of the three titles, allowing the player to visit a multitude of locations and save anywhere. A new graphical engine was built from the ground up with *"inverse kinematic components and special effects similar to the sword-slash streaks in Soul Calibur"*. In an earlier Dreamcast version interview, Jordan cited Zelda 64 for the game's use of viewpoint changes, depending on the situation.

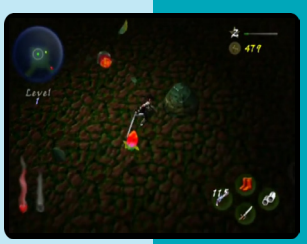
The game's release was delayed to early 2000, late 2000, and eventually early 2001. A Japanese release was planned. On March 20, 2001, Metro3D officially announced its decision to cancel the Dreamcast version due to waning support of the console and high development costs for third-party companies.

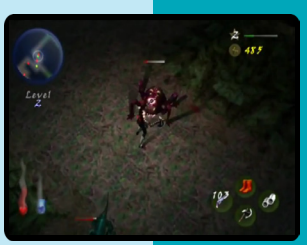


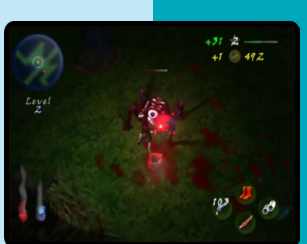






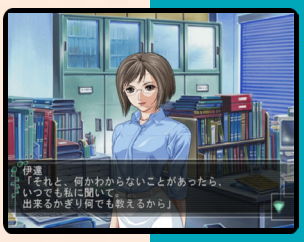






Darling Special Backlash: Koi no Exhaust Heat

7.0

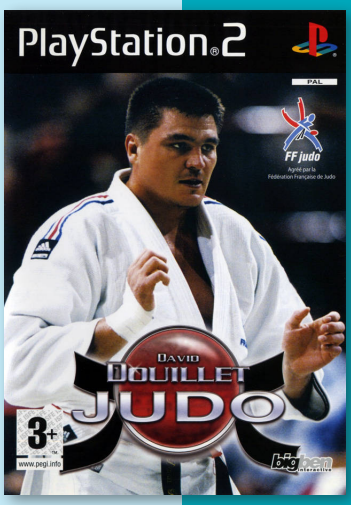


Developer	NEST
Publisher	D3Publisher
Release date	(jp) August 5, 2004
Genre	Visual novel
Mode	1 Player

Darling Special Backlash: Koi no Exhaust Heat ("Love's Exhaust Heat"), also released in the Simple 2000 series, is a visual novel port from a PC game. Character design was made by manga artist Masaki Sato, known for Slam Dunk and Initial D. The setting revolves around motor racing.

David Douillet Judo

7.1



Developer	10tacle Studios
Publisher	Bigben Interactive
Release date	(eu) October, 2006
Genre	Sports
Mode	1-2 Players

David Douillet Judo is the a 3D judo sports simulation, developed in cooperation with Olympic gold medalist David Douillet with the license of la Fédération Française de Judo. With a focus on realism the game first requires the player to go through a tutorial guided by David. The gameplay consists of fast-paced consecutive sequences. The player has to select a move and perform it with a combination of keys or buttons.

De Grote Nederlandse Voetbalquiz

7.0

Developer	Liquid Games
Publisher	Liquid Games
Release date	(eu) June 6, 2006
Genre	Trivia
Mode	1-4 Players

De Grote Nederlandse Voetbalquiz ("The Great Dutch Football Quiz") is a soccer quiz. The game feature thousands of trivia questions from several decades, including questions about the world championship and the international, European and national competitions.

Dance Dance Revolution

"Wikipedia"

Dance Dance Revolution, abbreviated DDR and also known as Dancing Stage in earlier games in Europe, Central Asia, Middle East, Africa, South Asia and Oceania, and also some other games in Japan, is a music video game series produced by Konami. Introduced in Japan in 1998 as part of the Bemani series, and released in North America and Europe in 1999, Dance Dance Revolution is the pioneering series of the rhythm and dance genre in video games.

Players stand on a "dance platform" or stage and hit colored arrows laid out in a cross with their feet to musical and visual cues. Players are judged by how well they time their dance to the patterns presented to them and are allowed to choose more music to play to if they receive a passing score.

Aside from play style Single, Dance Dance Revolution provides two other play styles: Versus, where two players can play Single simultaneously, and Double, where one player uses all eight panels. Prior to the 2013 release of Dance Dance Revolution, some games offer additional modes, such as Course mode (players must play a set of songs back-to-back) and Battle mode (two players compete with a tug-of-war life bar by sending distracting modifiers to each other). Earlier versions also have Couple/Unison Mode, where two players must cooperate to play the song. This mode later become the basis for "TAG Play" in newer games.

A standard Dance Dance Revolution arcade machine consists of two parts, the cabinet and the dance platform. The cabinet has a wide bottom section, which houses large floor speakers and glowing neon lamps (led on X cabinets and hide lights on white cabinets). Above this sits a narrower section that contains the monitor, and on top is a lighted marquee graphic, with two small speakers and flashing lights on either side. Below the monitor are two sets of buttons (one for each player), each consisting of two triangular selection buttons (four on X and white cabinets) and a center rectangular button, used mainly to confirm a selection or start the game.

The dance stage is a raised metal platform divided into two sides. Each side houses a set of four acrylic glass pads arranged and pointing in the orthogonal directions (left, up, down and right), separated by metal squares. Each pad sits atop four pressure activated switches, one at each edge of each pad, and a software-controlled cold cathode lamp illuminating the translucent pad, not available on the white cabinet. A metal safety bar in the shape of an upside-down "U" is mounted to the dance stage behind each player. Some players make use of this safety bar to help maintain proper balance, and to relieve weight from the legs so that arrows can be pressed with greater speed and accuracy.

Some DDR cabinets are equipped with Sony PlayStation memory card slots, allowing the player to insert a compatible memory card before starting a game and save their high scores to the card. Additionally, the equivalent home versions of DDR allow players to create and save custom step patterns (edits) to their memory card — the player can then play those steps on the arcade machine if the same song exists on that machine. This feature is supported in 2ndMix through Extreme. SuperNova didn't support memory card slots. However, it introduced Konami's internet based link system e-Amusement to the series, which can save stats and unlocks for individual players (but cannot store edits). This functionality however, could only be used in Japan. During the North American release of Dance Dance Revolution SuperNOVA 2, an e-Amuse capable machine was made available at a Brunswick Zone Arcade in Naperville, Illinois. This machine was hosted on a different network than the Japanese version, and the only other machine on the network was located in Konami's American branch in El Segundo, California. e-Amusement functionality would later be made available in North America with the release of Dance Dance Revolution A.

The Solo arcade cabinet is smaller and contains only one dance pad, modified to include six arrow panels instead of four (the additional panels are "upper-left" and "upper-right"). These pads generally don't come with a safety bar, but include the option for one to be installed at a later date. The Solo pad also lacks some of the metal plating that the standard pad has, which can make stepping difficult for players who are used to playing on standard machines. An upgrade was available for Solo machines called the "Deluxe pad", which was closer to the standard cabinet's pad. Additionally Solo machines only incorporate two sensors, located horizontally in the center of the arrow, instead of four sensors (one on each edge).

Dance Dance Revolution has been released in many different countries on many different platforms. Originally released in Japan as an arcade game and then a Sony PlayStation game, which was a bestseller. DDR was later released in North American, Europe, Ko-

rea, the whole of Asia, Australia, New Zealand, South America and Mexico on multiple platforms including the PS2, Xbox, Wii, and many others. Due to demand, Japanese versions of the game, which are usually different from the games released in other countries, are often imported or bootlegged. DDR fansites make an attempt to keep track of the locations of arcade machines throughout the major regions.

Home versions often contain new songs, songs from the arcade version, and additional features that take advantage of the capabilities of the console (e.g.; Xbox 360 versions such as the Dance Dance Revolution Universe series include support for online multiplayer and downloadable songs over Xbox Live, and high definition graphics). DDR has even reached Nintendo's Game Boy Color, with five versions of Dance Dance Revolution GB released in Japan; these included a series of three mainstream DDR games, a Disney Mix, and an Oha Star. The games come with a small thumb pad that fits over the Game Boy Color's controls to simulate the dance pad.

Home versions are commonly bundled with soft plastic dance pads that are similar in appearance and function to the Nintendo Power Pad. Some third-party manufacturers produce hard metal pads at a higher price.

A version of DDR was also produced for the PC in North America. It uses the interface of Dance Dance Revolution 4thMix, and contains around 40 songs from the first six mainstream arcade releases. It has not been as well received as the console versions.

Tournaments are held worldwide, with participants usually competing for higher scores or number of Perfects (referred to as "Perfect Attack" tournaments). Less common are "freestyle" tournaments, where players develop actual dance routines to perform while following the steps in the game.

In 2004, Dance Dance Revolution became an official sporting event in Norway. The first official club DDR Oslo was founded in 2004. The tournaments in Norway was divided into two parts, first there was a group play where the 2 or 3 best players from each group went to the final rounds. Elimination of the player with the lowest game score was used for each round in the finals. The scoring system used was based on people dancing to 2 or 3 songs. Some of the songs were selected randomly and had to be played by everyone. The others were player-chosen, which introduced some strategy into the game, as some songs had higher possible scoring than others. Dancing Stage EuroMix 2 was officially used for the Norwegian tournaments.

Due to the success of the Dance Dance Revolution franchise, many other games with similar or identical gameplay have been created.

Commercial competitors of DDR include the popular Korean series Pump It Up and the American series In the Groove by Roxor Games, as well as TechnoMotion by F2 Systems, EZ2Dancer by Amuseworld, and MC Groovz Dance Craze by Mad Catz.

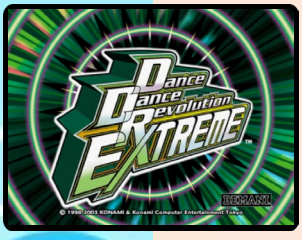
In the Groove was met with legal action by Konami and resulted in Konami's acquisition of the game's intellectual property.

A Christian version of DDR, named Dance Praise, has been made by Digital Praise. Ubisoft produced a dance game based on Disney's The Jungle Book titled The Jungle Book Groove Party.

Fan-made versions of DDR have also been created, many freely available to the public under open source licenses. The most popular of these is StepMania, upon which the game In the Groove is based. These simulators allow for players to create and play their own songs to their own programmed steps. As a result, many DDR fans have held contests and released "mixes" of custom songs and steps for these simulators. Notably the Japanese Foonmix series and the DDR East Invasion Tournamix competitions.

8.4

Dance Dance Revolution Extreme



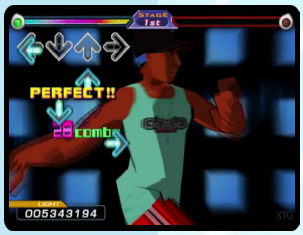
Developer	KCET
Publisher	Konami
Release date	(jp) October 9, 2003
Genre	Music, Rhythm
Mode	1-2 Players

Despite both being called Dance Dance Revolution EXTREME, the North American and Japanese home versions are very different games.

The Japanese version has a much larger soundtrack with 111 songs and more resembles the arcade version.

Dance Dance Revolution Extreme

7.7



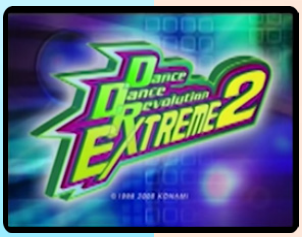
Developer	KCET
Publisher	Konami
Release date	(us) September 21, 2004
Genre	Music, Rhythm
Mode	1-2 Players

The North American version of EXTREME has fewer songs and more licensed songs that may be recognizable to the mainstream.

This version also includes a bunch of new modes with gameplay that strays away from the normal DDR formula. Some of the modes are built to use the EyeToy.

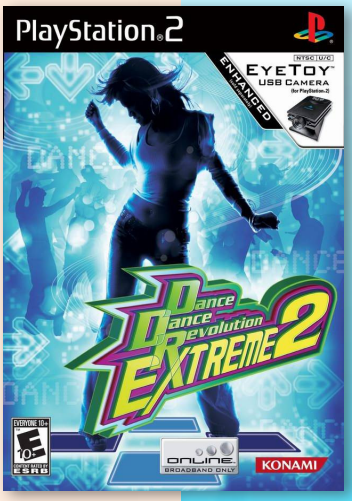
7.6

Dance Dance Revolution Extreme 2



Developer	Konami Computer Entertainment Hawaii
Publisher	Konami
Release date	(us) September 27, 2005
Genre	Music, Rhythm
Mode	1-2 Players

Dance Dance Revolution Extreme 2 is the tenth home version of DDR. The game includes 74 songs, 50 of which are unlocked through normal play or through points earned in Dance Master Mode. The majority of the songs are Konami originals composed by Naoki Maeda. Extreme 2 is the first PlayStation DDR game to include online multiplayer.



Dance Dance Revolution Party Collection

7.3

Developer	KCET
Publisher	Konami
Release date	(jp) December 11, 2003
Genre	Music, Rhythm
Mode	1-2 Players

Dance Dance Revolution Party Collection does not have an arcade counterpart. Party Collection uses the same engine as DDR EXTREME, and therefore has no major changes in gameplay. The game features 47 songs, Dancemania, Konami originals + HIDDENS songs (Konami original) and DDR Party Collection songs plus 1 license song from Dancing Stage.

J

Dance Dance Revolution Strike

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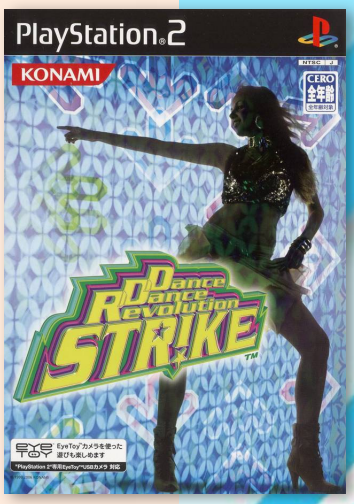
Developer	Konami
Publisher	Konami
Release date	(jp) February 16, 2006
Genre	Music, Rhythm
Mode	1-2 Players



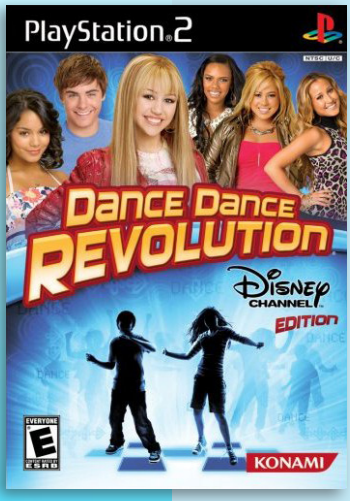
All songs in this version are new to the Japanesse DDR series, although some of them have debuted in the U.S. and the U.K. The game has the same layout, style and song selection as Dance Dance Revolution Extreme 2.

The game feature a single player mode (regular one player), Double (one player on two pads), and Versus (two players on one pad each).

"neoseeker.com"

Dance Dance Revolution: Disney Channel Edition

6.1



Developer	Keen Games
Publisher	Konami
Release date	(us) January 8, 2008
Genre	Music, Rhythm
Mode	1-2 Players

Disney Channel Edition, only released in the United States, is another dancing game of the Dance Dance Revolution. The game features music and characters from series like High School Musical, Hannah Montana, The Suite Life of Zack and Cody, Cheetah Girls and more. Included are 40 songs and a new game mode called "Magic Mode".

N

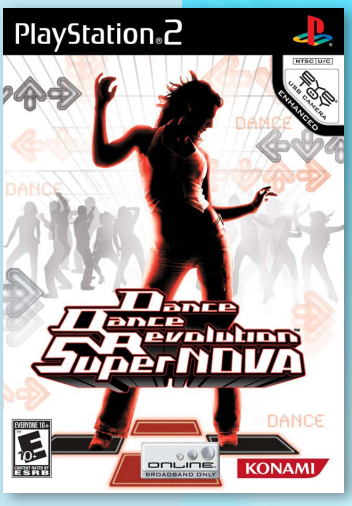
7.3

Dance Dance Revolution SuperNOVA

Developer	Konami
Publisher	Konami
Release date	(us) September 26, 2006
Genre	Music, Rhythm
Mode	1-2 Players

SuperNOVA features 74 different songs, an adventure mode, online play, and EyeToy support.

The game includes animated dancers as well as classic music videos to accompany the players dancing. A versus mode allows two people to play on two dance pads at once. The game can also interact with data from its arcade sibling.



Dance Dance Revolution SuperNOVA 2

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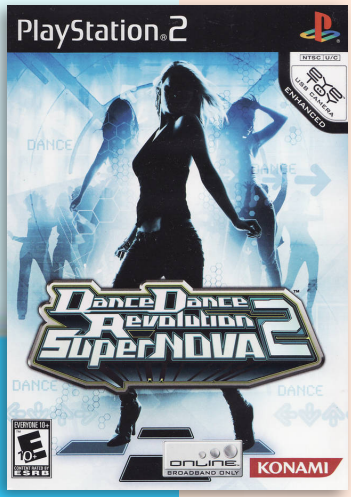


Developer	Konami
Publisher	Konami
Release date	(us) September 25, 2007
Genre	Music, Rhythm
Mode	1-2 (4) Players

Dance Dance Revolution SuperNova 2 was released as three slightly different versions; a North American version, a Japanese version and a European version. The original arcade game was also the final arcade release to be powered by the PlayStation 2 by means of the Python 2 arcade board.

SuperNova 2 features the standard gameplay modes as well as new modes to challenge seasoned players. The soundtrack ranges from classic Konami Originals to new pop and dance standards. The console version in North America features songs by Justin Timberlake, Gwen Stefani, Ian Van Dahl and Goldfrapp. Also featured is EyeToy support for additional gameplay elements as well as mini-games using the camera and online play through the PlayStation Network allowing players to face-off with other players across the country. The game was well received as a solid addition to the DDR lineup.

n addition to the standard game mode, the game offers variant play types; hyper master mode, workout mode, advanced modes, training mode, and edit mode (for custom programming of the players own choreographed dance steps.)

Dance Dance Revolution X

5.5

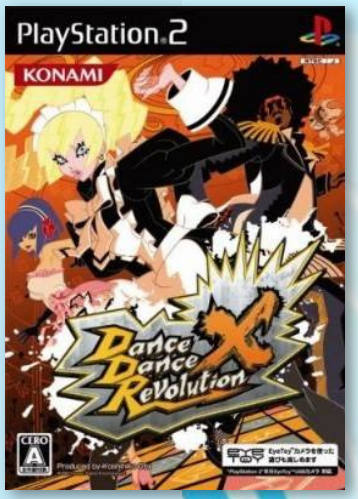
J N

Developer	Konami
Publisher	Konami
Release date	(us) September 16, 2008
Genre	Music, Rhythm
Mode	1-2 (8) Players

Released to celebrate the 10th anniversary of Dance Dance Revolution, DDR X sports an improved interface, new music, and new modes of play. The arcade release featured an overhauled (second generation) cabinet design with a widescreen display, e-Amusement and USB access, and an improved sound system. The PS2 release has link ability with the arcade machine, multiplayer support over LAN, and other improved and returning features such as EyeToy support. DDR X was called a "truly global version", with a multi-regional release by all three major Konami houses.

The Japanese release was the final Dance Dance Revolution game released for the Japanese PS2. The game featured the ability to transfer data between the arcade and PS2 versions such as edits. The Japanese version also featured the UI enhancements seen on the arcade version. Pre-order included the game, the combined soundtrack for X and Full Full Party, a DDR X branded 2GB USB flash drive (which could be used with the link features), and other items.

The home version also contains "Xmixes", several nonstop mixes containing several songs each.



Dance Dance Revolution X2

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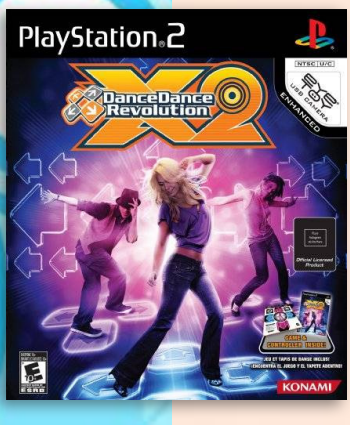


Developer	Konami
Publisher	Konami
Release date	(us) October 27, 2009
Genre	Music, Rhythm
Mode	1-2 Players

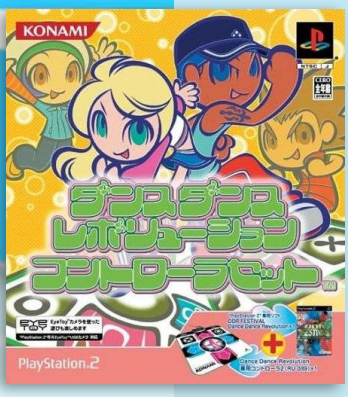
DDR X2 feature a new improved menu interface, a new redesigned song selection interface, new adjustable versions of the Sudden and Hidden modifiers, and 91 new songs. All characters from the previous game return with new costume. A new character named Rinon is added. Also, Rena from the Hottest Party series makes her first arcade appearance here. There are also seven different-colored Rinons that only make appearances.

N

7.2

DDR Festival
Dance Dance Revolution

w/DDR Controller 2



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Developer	KCET
Publisher	Konami
Release date	(jp) November 18, 2004
Genre	Music, Rhythm
Mode	1-2 Players

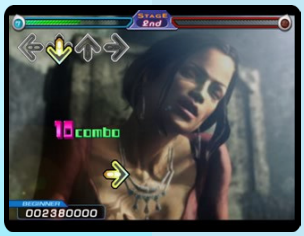
DDR Festival Dance Dance Revolution is a sister release to the North American Dance Dance Revolution Extreme and Dancing Stage Fusion. DDR Festival Dance Dance Revolution shares the look and feel of those games while featuring a unique soundtrack composed of many songs from the North American Ultramix series (both original music and transplanted music) and from the Japanese Karaoke Revolution series. DDR Festival is the first version of Dance Dance Revolution in Japan to primarily use Japanese for in-game text and menus, all DDR games before it simply used American English.

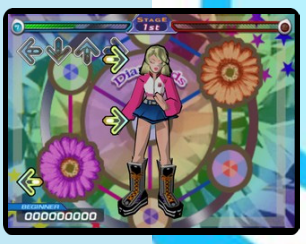
The gameplay remains the same as previous games in the series. The game uses the same engine as the North American Dance Dance Revolution Extreme, which changes the song wheel design used in music selection and the scoring system, now requiring the player to score a full combo to achieve AA. It also eliminates the Groove Radar and dance play option, making it harder for players who use the dance pad to play, as the corner buttons cannot be disabled from performing the corresponding arrows. Jumps no longer register two combos in-game and the different life and score meter designs allow the background to be displayed full screen (previously, both meters blocked the top and bottom edges, shrinking the background in the process).

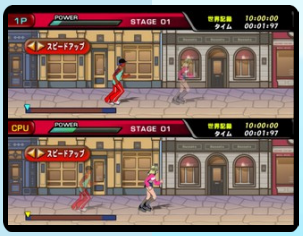
Other options still available in DDR Extreme are strangely missing, including the SOLO option (which highlights arrow timing so they can be easily distinguished), and the Challenge difficulty, with the exception of 桜, whose Challenge chart is still playable in the “Adrenaline” Oni course.

Party and Mission Modes introduced in DDR Extreme remain intact. However, Mission Mode only features 50 missions, as opposed to 100.

The song list primarily consist of American licenses from Karaoke Revolution and new Konami Original introduced in DDR Extreme (USA).







DDRMAX: Dance Dance Revolution

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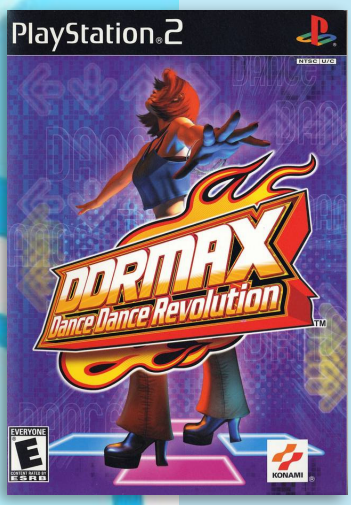

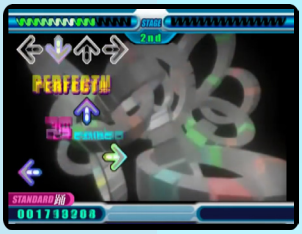

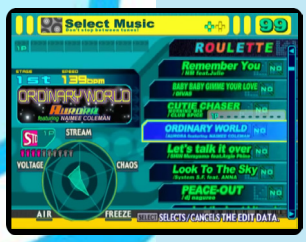

J N

Developer	KCET
Publisher	Konami
Release date	(jp) May 16, 2002
Genre	Music, Rhythm
Mode	1-2 Players

Originally released on arcades as DDRMAX Dance Dance Revolution 6thMix, was the first DDR game released in North American for the PS2. New to the DDR home versions are full motion video background and freeze steps.

The game featured all 42 songs from the arcade version as well as two additional console-exclusive songs "Kind Lady" and "So In Love". 6thMix's hidden songs can be unlocked automatically, without additional play, by accessing its save data on home versions of DDRMAX2 Dance Dance Revolution 7thMix or Dance Dance Revolution Extreme.

The North American version is considerably different from the Japanese version. It displays song difficulties using the traditional foot-rating system and the Groove Radar in tandem.

DDRMAX2 Dance Dance Revolution

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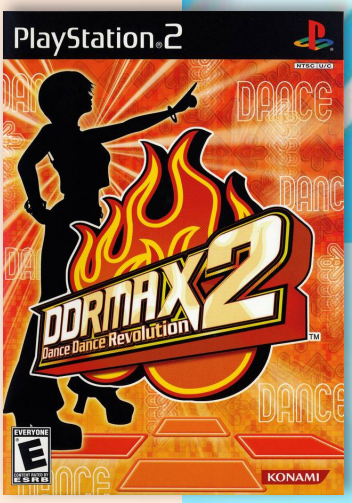


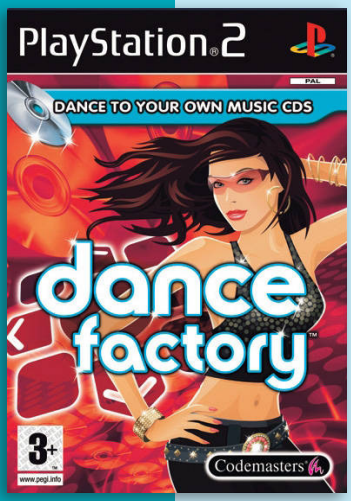
Developer	KCET
Publisher	Konami
Release date	(jp) April 24, 2003
Genre	Music, Rhythm
Mode	1-2 Players

The second PS2 DDR title, originally released in arcades as DDRMAX2 Dance Dance Revolution 7thMix, features 70 songs and includes the Diet and Oni modes in addition to the standard arcade mode. The North American version feature more that 65 regular songs and 25 hidden. Players could apparently also be able to link DDRMAX2 to previous releases KONAMIX and DDRMAX1.

By July 2006, the PS2 version of DDRMAX2 Dance Dance Revolution 7thMix had sold 750,000 copies and earned $28 million in the United States. Next Generation ranked it as the 84th highest-selling game launched for the PS2, Xbox or GameCube between January 2000 and July 2006 in that country.

Dance Factory

5.6



Bundle

Developer	Broadsword Interactive
Publisher	Codemasters
Release date	(us) August 29, 2006
Genre	Music, Rhythm
Mode	1-16 Players

Dance Factory has been compared with Dance Dance Revolution, but unlike the Dance Dance Revolution series Dance Factory can generate dance moves from any music CD. It can be played with any PlayStation controller and allows input from the EyeToy camera, but the majority of gameplay is done with a foot-operated Dance pad and is available with or without a pad in the package.

Dance Factory has a variety of modes:

Endurance mode encompasses playing through the five licensed songs on the game, or an entire CD from the user's collection.

Fitness mode is similar to Endurance mode. Weight is entered at the beginning which can be altered to the player's own weight, which can range from 10.00 kg to 200 kg. There is a calorie counter on the screen and mis-stepping displays "Pork Out" and "Gettin' Flabby" instead of "Miss". When a song is finished, the screen shows the number of calories burned and how far one would have to jog, swim or cycle to burn off the same number of calories burnt.

Creature mode gives the user a dancing creature avatar for each CD. The initial appearance depends upon the chosen CD but the user can use some of the points earned by dancing in order to buy clothing and accessories for the creature, rather than graphic background themes.

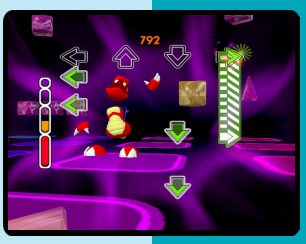
EyeToy mode allows the player to use the Sony camera as an input device as well as a conventional controller or dance mat.

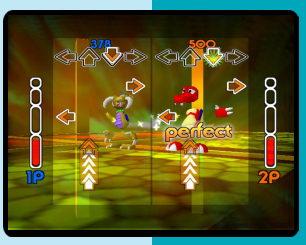
Multi-player modes include:

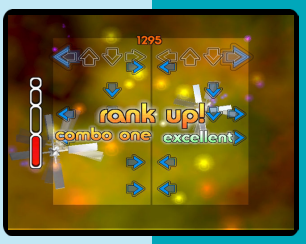
Competitive "battle" modes, such as the simultaneous two-player "Creature Battle" mode, in which combo dance sequences can trigger special attacks.

Collaborative and "Tournament" modes for two to 16 players (taking turns).

Reviews of Dance Factory are diverse in both scope and appraisal. Some of the most positive have come from mainstream media rather than gaming specialists, but even the latter have disagreed greatly about both the concept and its execution.

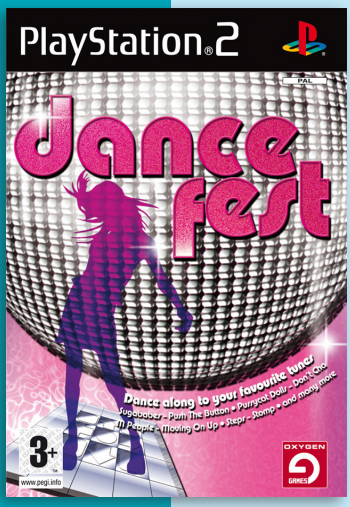




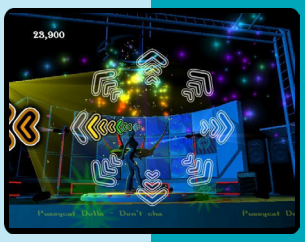


Dance Fest

7.8



Developer	Broadsword Interactive
Publisher	Oxygen Interactive
Release date	(eu) October 20, 2006
Genre	Music, Rhythm
Mode	1-2 Players

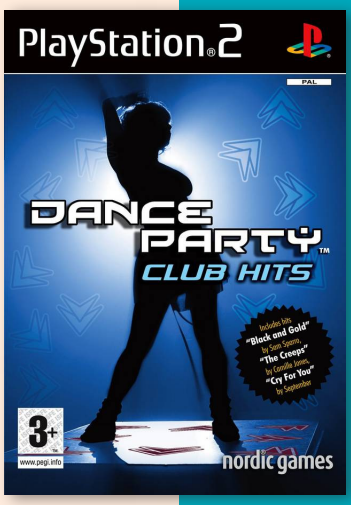


Dance Fest takes the standard 'bemani' formula. This is a game for one or two players with three difficulty settings, easy, hard and medium. The player selects their difficulty level and their track and then attempts to score points by hitting the correct buttons in sequence. During the song the player is treated to an distant view of an animated disco dancer on a stage and illuminated with coloured lights.

Dance Party: Club Hits

7.3

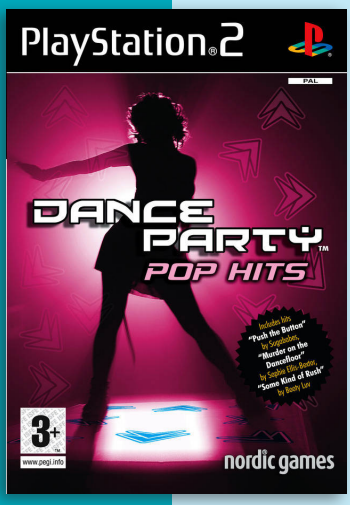
Developer	Broadsword Interactive
Publisher	Nordic Games Publishing
Release date	(eu) May 8, 2009
Genre	Music, Rhythm
Mode	1-2 Players



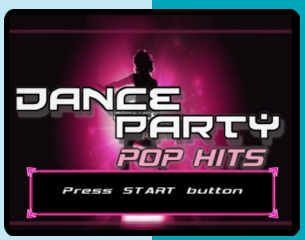
Dance Party Pop Hits feature 15 club hits, including classics like 'Black and Gold' by Sam Sparro, 'The Creeps' from Camille Jones & 'Cry For You' by September. 8-way dance steps with customised routines. 45 individual dance routines and 3 progressive difficulty levels, culminating in a super hardcore mode. And a Head-to-Head, with a a 2 player dance off.

Dance Party: Pop Hits

8.2



Developer	Broadsword Interactive
Publisher	Nordic Games Publishing
Release date	(eu) May 8, 2009
Genre	Music, Rhythm
Mode	1-2 Players



Dance Party Club Hits; is compatible with the 8-way dance mat. The game feature fifteen club tracks in single and multiplayer modes. Track listing includes; Sugababes - Push the Button, Booty Luv - Some kind of rush, Sophie Ellis-Bextor - Murder on the Dance floor, Alan Connor - Now The Rain Has Gone, Nicci Hall - My Family Say (Fingermix Remix), Hardage Featuring Rae - High On Life Vicki Young, and more.

Dance Summit 2001: Bust A Move

7.6

J

Developer	Metro
Publisher	Enix Corporation
Release date	(jp) November 2, 2000
Genre	Music, Rhythm
Mode	1-2 (4) Players

Dance Summit 2001 is a spiritual successor to the Bust a Groove series released on the PS2. The game is a dramatic departure from the Bust a Groove series in terms of mechanics, characters and music, going from dance battles to dance team routines. The game features a number of additional modes and difficulty levels.

"hardcoregaming101.net"

Dance: UK

6.1

Developer	Broadsword Interactive
Publisher	Bigben Interactive
Release date	(eu) October 3, 2003
Genre	Music, Rhythm
Mode	1-2 Players

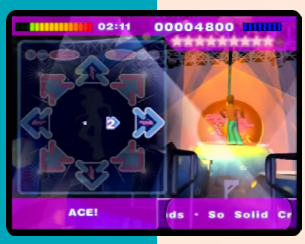
Dance:UK takes the standard 'bemani' formula. The game have over thirty tracks (around 20 of which are original) by artists including Misteeq, Run D.M.C, Liberty X, Sugababes, Room 5, Sophie Ellis Bextor, Chic, The Trammps, 5ive, Junior Senior, Las Ketchup and DJ Sammy.

A karaoke mode is also provided for use with a wireless microphone whilst 'Aerobic' Mode calculates the number of calories players have burnt.

P

Dance: UK eXtra Trax

6.0



P

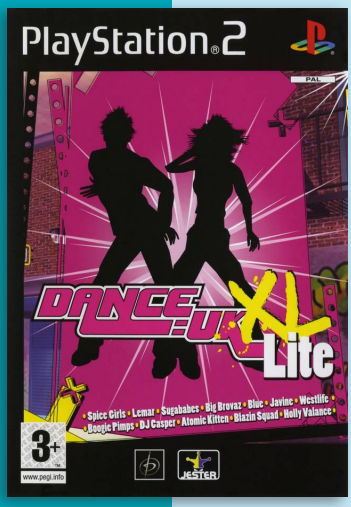
Developer	Broadsword Interactive
Publisher	Bigben Interactive
Release date	(eu) April 23, 2004
Genre	Music, Rhythm
Mode	1-2 Players

Very much the same as before, albeit with several cosmetic changes and improvements, the single most significant difference here is the addition of a broad selection of new and more recent tracks. These comprise tunes from Atomic Kitten, Blue, Darude, Girls Aloud, Ian Van Dahl, Jamelia, Jamiroquai, Javine, Liberty X, Livin' Joy, Rachel Stevens and So Solid Crew.

"spong.com"

Dance: UK XL

5.5



Developer	Broadsword Interactive
Publisher	Bigben Interactive
Release date	(eu) October 29, 2004
Genre	Music, Rhythm
Mode	1-2 Players

Dance: UK XL, also known as Dance: UK XL Lite, is very similar in content to it's forerunner Dance:UK in that it takes the standard 'bemani' formula.

The game has twelve songs all by original artists DJ Casper, Blue, Sugarbabes, Westlife, Lemar, Big Brovas, Javine, Boogie Pimps, Blazin' Squad, Holly Vallance, Atomic Kitten, and the Spice Girls

P

Dance: UK XL Party

5.5

Developer	Broadsword Interactive
Publisher	Bigben Interactive
Release date	(eu) September 30, 2005
Genre	Music, Rhythm
Mode	1-2 Players

Dance UK: XL includes new multi-player and party modes. It also features four levels of difficulty, and an improved karaoke feature.

The new party track list includes 20 new songs, including; Tony Christie's Amarillo, Tragedy, Steps, Misteeq, Salt 'N' Pepa's Push It, Westlife,Kelly Osbourne's Papa Don't Preach, Spice Girls and Scooter's Logical Song.

P

Dancing Stage Fever

7.6

Developer	Konami Computer Entertainment Tokyo
Publisher	Konami
Release date	(eu) October 24, 2003
Genre	Music, Rhythm
Mode	1-2 Players

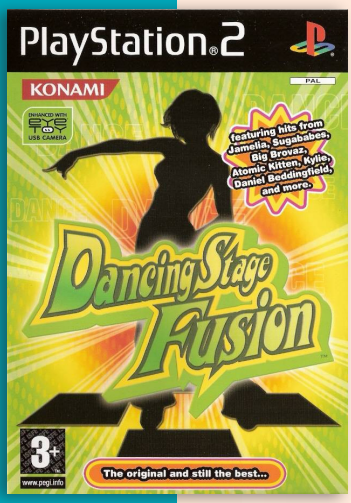
Dancing Stage Fever is a dancing game. The game feature several different songs, multiple difficulty levels, lessons for beginners and a workout mode that tracks the number of calories players lose while playing.

The game also features tracks from Squeeze and the Vbirds.

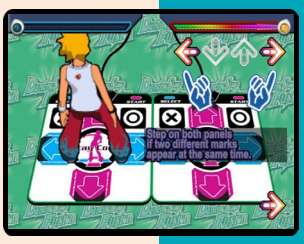
P

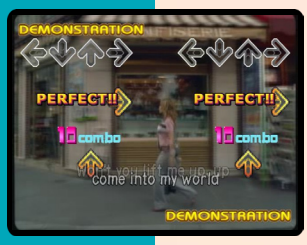
Dancing Stage Fusion

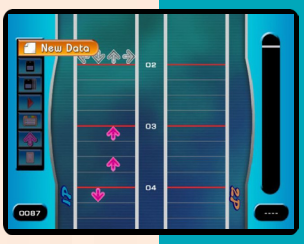
7.4

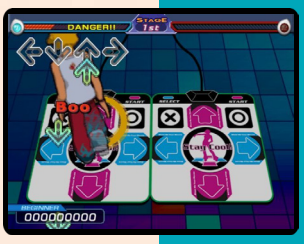


Developer	KCET
Publisher	Konami
Release date	(eu) November 5, 2004
Genre	Music, Rhythm
Mode	1-2 Players









P

Dancing Stage Fusion, abbreviated DS Fusion or simply Fusion, is a music game released to the European PlayStation and PlayStation 2 gaming audience. In the following year, Dancing Stage Fusion was released as an arcade game. Fusion featured new gameplay features such as EyeToy support for the PS2 release as well as new music from hit pop artists. The arcade version of Fusion was the first arcade machine in Europe since Dancing Stage EuroMix 2 and set a milestone as the first Dance Dance Revolution arcade machine produced by Konami since Dance Dance Revolution Extreme in 2002.

The soundtrack of the PlayStation Dancing Stage Fusion release consists of 20 songs also available on the PlayStation 2 version and, except for three songs, the arcade version. Unlike the PlayStation 2 version, freeze arrows and the unlocking system are absent on the PlayStation version. The arcade release of Dancing Stage Fusion consists of 49 songs. There is no unlock system and ten console-only songs are missing, but freeze arrows are present. The PlayStation 2 version consists of 54 songs, replacing five arcade licenses with ten console-only licenses.

The arcade machine was featured in the music video for Madonna's hit single "Hung Up".

Dancing Stage Max

8.0

P

Developer	Konami
Publisher	Konami
Release date	(eu) November 25, 2005
Genre	Music, Rhythm
Mode	1-2 Players

Dancing Stage Max was modeled after Dance Dance Revolution Extreme 2 in America and Dance Dance Revolution Strike in Japan, containing the new Dance Master Mode and improved EyeToy support. Max featured music by Natasha Bedingfield, Sugababes and Franz Ferdinand as well as new and old Konami Originals. Unlike the previous release, Dancing Stage Fusion, Max was not ported to the arcades.

Dancing with the Stars

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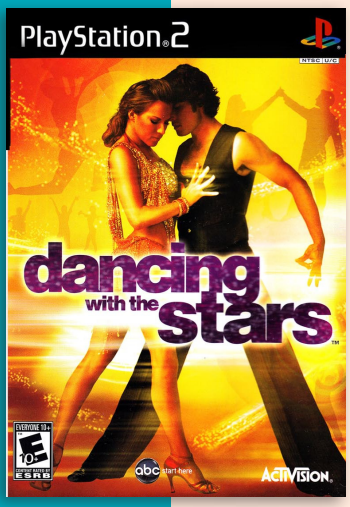
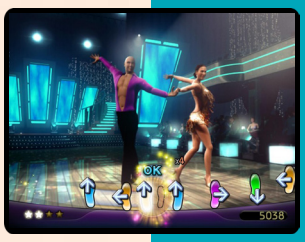


Developer	Zoe Mode
Publisher	Activision
Release date	(us) October 23, 2007
Genre	Music, Rhythm
Mode	1-2 Players

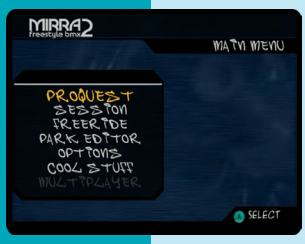
Dancing with the Stars is based on the show of the same name. In the game players have option of playing as selected celebrities and professionals from the show. The game feature 36 licensed songs, including; The Final Countdown, These Boots Were Made For Walking, She's A Lady, I Like The Way You Move, Put Your Records On. The game is compatible with a dance mat.

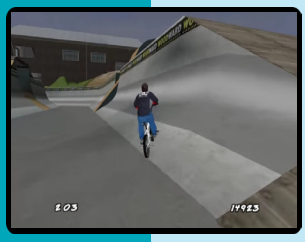


N

Dave Mirra Freestyle BMX 2

8.1





N P

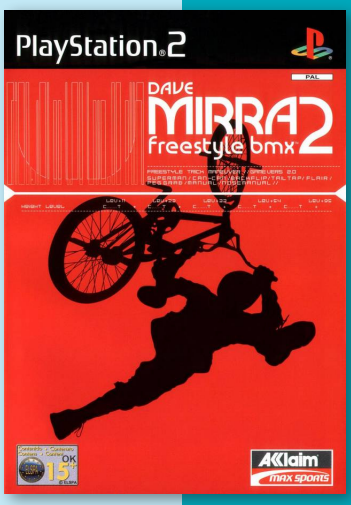
Developer	Z-Axis, Ltd.
Publisher	Acclaim
Release date	(us) August 27, 2001
Genre	Sports
Mode	1-2 Players

Dave Mirra Freestyle BMX 2 is the 2001 successor to Dave Mirra Freestyle BMX and released for the PS2 in August 2001, and in the following months it was ported to the GameCube, Game Boy Advance, and Xbox. Both the GameCube and Xbox ports featured two extra levels that were not present in the PS2 version.

In the game, players can take on the role of one of 13 top BMX riders, or a number of other characters. Along with the pro riders, there were 3 hidden characters. One of which was teenager, Mike Dias, who won the grand prize in the Slim Jim Sweepstakes getting his likeness put into the game, the Slim Jim man from the commercials, and then Amish Boy, who rode around on a wooden bike and had Amish clothing and a corn cob pipe. Some of the stages included in this game are Woodward Camp, Venice, Greenville, North Carolina, and the Manhattan train yards.

The game has several different modes of play; Session, Proquest (the story mode), Freeride, Multiplayer and Park Editor.

The Park Editor is a fairly powerful feature of the game that allows the user to create their own Bikepark to ride in the Session, Multiplayer and Freeride game modes.



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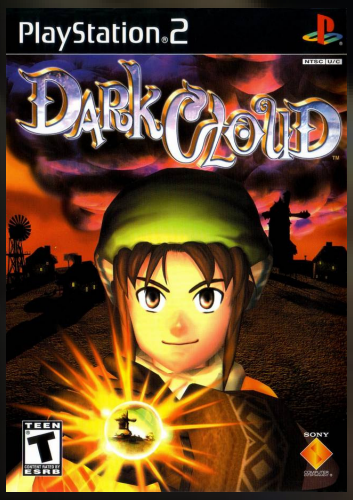
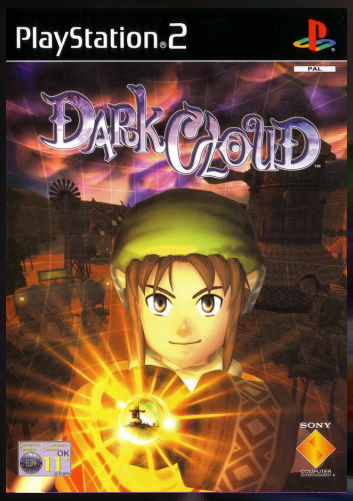
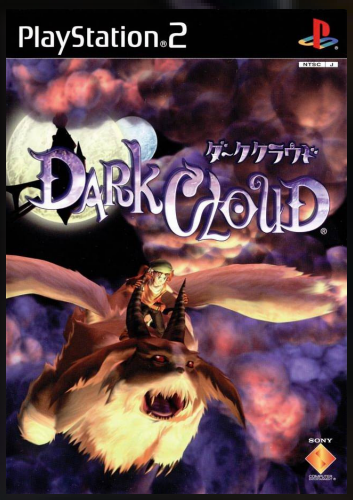






J N P

Dark Cloud

Developer	Level-5
Publisher	SCEI, (us) SCEA, (eu) SCEE
Release date	(jp) December 14, 2000
Genre	Action role-playing
Mode	1 Player

Combining action role-playing with elements of city-building games, the game tells the story of a group of adventurers who band together to fight against the evil Dark Genie, who has attacked and destroyed many villages. The protagonist is Toan, a boy who is given a magical stone called the "Atlamillia" by Simba, the Fairy King, which has the power to rebuild the destroyed lands.

Dark Cloud is an action role-playing game played from a third-person perspective, in which the player moves through procedurally-generated dungeons, battling monsters and collecting items. On random dungeon levels, the player may have the option of entering a separate "back door" area which contains stronger monsters and rarer treasure. Although the majority of combat involves real time hack and slash, the player will occasionally "Duel" an enemy. In this type of battle, the player must correctly press a sequence of buttons, similar to a quick time event. Whilst in dungeons, the player has both a health meter and a thirst meter. The thirst meter gradually decreases over time, and when fully depleted, it causes the health meter to begin to decrease. To prevent the thirst meter depleting, the player must drink water or step into one of the pools found on many dungeon levels.

A major component of Dark Cloud's gameplay involves special items called "Atla" which are used to rebuild the world outside the dungeons. Atla, which are present in most dungeon levels, are large spherical objects which can be retrieved by Toan only. When Atla are removed from the dungeon, they transform into pieces of the world (trees, houses, villagers, etc.). These pieces must then be reassembled in "Georama mode"; a gameplay mode similar to city-building games, in which the player can arrange the pieces onto the landscape. After villagers have been placed, the player can speak to them to discover their wishes for rebuilding the village, regarding both what they need for their own house to be rebuilt completely, and where they wish their house to be placed. The player's progress in terms of collecting Atla, rebuilding the village and fulfilling the villagers' wishes are recorded as percentages. When all three reach 100%, the village is complete, although it is not necessary for the player to reach 100% in all three to be able to move on to the next set of dungeons and the next village; the player must only acquire 100% in collection and rebuilding to unlock the next village. Completing 100% of the villagers' wishes is not a requirement, although if the player does reach 100%, they are awarded a bonus item/ability.

Unlike most action role-playing games, instead of the characters leveling up, their weapons do. Weapons attain "absorption points" with each kill. Once a certain number of points has been reached, the weapon can be leveled up. However, weapons wear out over time, and it is necessary to repair them in order to avoid them breaking. With the exception of each characters' starting weapon, a broken weapon is immediately

removed from the player's inventory and cannot be retrieved or repaired. To upgrade a weapon, the player can attach stat-increasing items (attack power, speed, ability to kill different types of monsters, elemental attributes, etc.), but a single weapon can only carry a limited number of attachments. These attachments are absorbed into the weapon when it is leveled up, freeing up space for more attachments. When a weapon reaches level five, it can be transformed into a "SynthSphere," which carries 60% of the weapon's power and attributes. This sphere can then be attached to another weapon, and absorbed into it when it levels up, just like a regular attachment. The characters themselves can only grow stronger with the consumption of particular items, which can increase their health points, water meter and defense.

Dark Cloud features six main characters; three melee fighters and three ranged fighters, with each using a different weapon. Each character also has a unique ability that helps them to move through the dungeons; for example, Xiao can jump across chasms that other characters can not.

Dark Cloud was the first game from developer Level-5, led by president and CEO Akihiro Hino, who also wrote, produced and designed the game. Development began immediately when the company was founded in October 1998 with a projected development time of two years. When the PlayStation 2 was announced on March 2, 1999, Sony president and CEO Ken Kutaragi used an early demo of Dark Cloud to show the capabilities of the platform. The demo showed a magic carpet flying through a valley, and some waterfall effects.

In September 1999, Sony showed an early playable version of the game at the Tokyo Game Show. This version featured a character

who must return a floating piece of land back to where it originally came from. However, this original location has been usurped by an evil kingdom. Georama mode was a major component of the demo, with both IGN and GameSpot comparing it to Legend of Mana's "Land Make" system. At E3 in May 2000, a 30% complete playable demo was shown. IGN's Dave Zdyrko praised the graphics, especially the water and lighting effects. The demo was mainly centered in Norune Village, and although it did feature one accessible dungeon, the camerawork for the dungeon portions of the game had yet to be finalized.

At the Tokyo Game Show in September 2000, a more complete demo was available, similar to the final version. In December, GameSpot previewed the game, calling Toan *"Link with an Ali Baba twist."* They compared the combat system to The Legend of Zelda: Ocarina of Time and the duels to Shenmue, and they the graphics, water effects and transitions from day to night. IGN wrote that *"without fully playing through the game, it's very hard to determine whether or not this title will prove to be revolutionary or just a gimmicky way to show off the real-time rendering powers of the new console."*

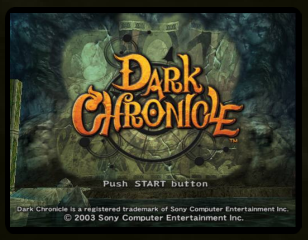
The English language release of Dark Cloud in May 2001 had additional gameplay features, including new weapons and monsters, improved AI, extra duels and an extra dungeon after completing the game, the Demon Shaft; this location does not appear in the Japanese version.

The game was met with mainly positive reviews by critics, who praised its blend of gameplay types, although some did criticize its combat as repetitive. The game was a commercial success. Although it initially sold poorly in Japan, it eventually went on to sell over 800,000 units worldwide.

8.7

J N P

Dark Cloud 2



Developer	Level-5
Publisher	SCEI, (us) SCEA, (eu) SCEE
Release date	(jp) November 28, 2002
Genre	Action role-playing
Mode	1 Player

The game is a spiritual sequel to Dark Cloud, with which it shares the same basic game mechanics—action role-playing combined with elements of city-building games—but features different characters and an unrelated plot.

Players control two main protagonists, Max and Monica, who come from the present and future, respectively. They must work together to stop the game's main antagonist Emperor Griffon, who wishes to destroy the present from deep in the past.

Dark Chronicle is an action role-playing game played from a third-person perspective. The player moves through procedurally-generated dungeons, battles monsters and collects items. Through most of the game, players control characters Max and Monica; Max fights with a wrench as his melee weapon and a gun as his ranged weapon. Monica uses a sword and a magical bracelet. Combat in the game uses real time hack and slash techniques.

Unlike most action role-playing games in which the characters level-up, weapons in Dark Chronicle attain absorption points (ABS) with each kill; once a certain number of points have been gained, the weapon is automatically leveled up. As weapons level up, their number of "Synthesis Points" increases, determining how many "spectrumized" items can be attached to it. Most items in this game can be broken down, or "spectrumized", which turns the item into a "SynthSphere" that can be attached to a weapon to raise specific stats, depending on the its properties. Attachments cost synthesis points; when the weapon's points are depleted, no more attachments can be made until the weapon is leveled up and more synthesis points are attained. Weapons can also be spectrumized but the resulting SynthSphere will be unstable unless the weapon is level five or higher. When attached, instability will result in minimal stat growth. A spectrumized level-five weapon will result in considerable stat growth.

Weapons can be "built-up" into a more powerful weapon if it has a certain number of specified stats; some weapons also require the player to have defeated particular types of enemies. Built-up weapons gain strength and revert to level one; building up is the only way to acquire each character's most powerful weaponry.

As in Dark Cloud, weapons wear out over time and must be repaired to avoid breakage. In contrast with Dark Cloud, broken weapons do not disappear from the players' inventories but become unusable until repaired and lose some of the ABS they have accrued. As in the previous game, characters can only grow stronger by consuming particular items that increase their health points and defense.

A major component of Dark Chronicle's gameplay involves special items called "Geostones" which are used to rebuild the world outside the dungeons. When removed from the dungeon, Geostones can be placed into the database of a machine called the "Carpenterion", which turns them into plans for

building objects, including houses, trees, lights and rivers, which the player may build once the plans are available and the player has the necessary materials. At this point, the player can enter "Georama mode"—a gameplay mode similar to city-building games—and arrange the pieces on the landscape. Buildings can then be populated with villagers recruited from other levels throughout the game. Certain conditions must be met for each village; when each condition is completed, something significant in the future changes. The player's completion of these conditions is recorded as a percentage. Each Georama map must complete as many of the conditions for that map as possible; it is not necessary to achieve 100% to advance the plot in any map, but doing so earns the player bonus items.

The player can recruit NPCs onto their teams at various points in the game by performing specific tasks. These characters are never controllable and do not appear in battle, but players can access a party member's special ability through the "Characters" portion of the menu. Each character has a different ability and only one can be active at a time. Some characters can influence a battle, such as increasing item drops and adjusting enemy behavior; others can produce certain items inside or outside dungeons.

Fishing is another feature of the game; players can catch fish to breed and train in their fish tanks. Later in the game, players' fish can be entered into weigh-in competitions and races. The game also has an invention system with which players take photographs of various items and combines them to generate ideas for inventions, which can be created if players have the required materials. Players can also build a customizable robot called the "Ridepod" that can be used by Max in battle,

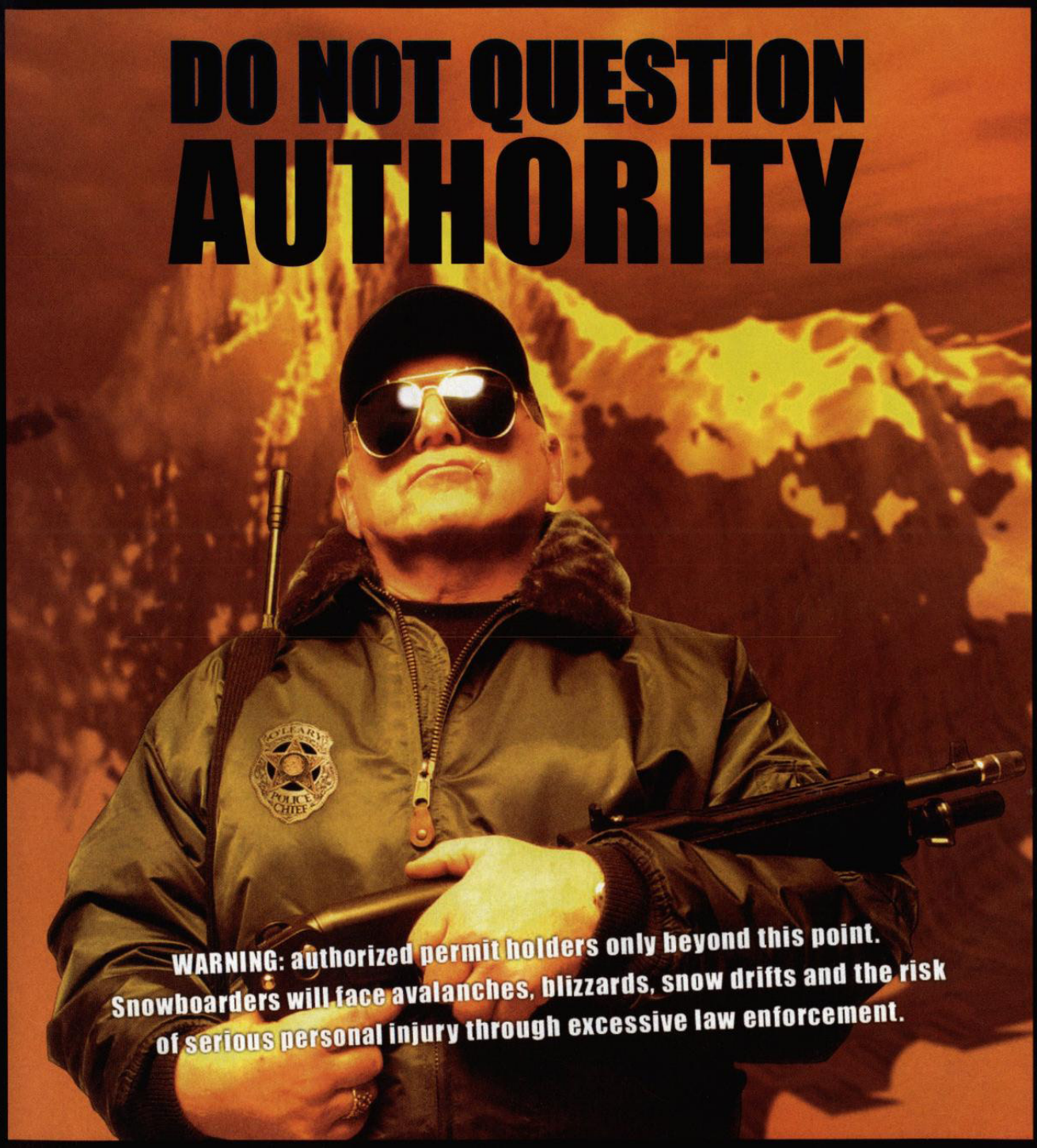
and transform Monica into monsters by collecting badges, also used to play "spheda"—a sport similar to golf—in completed dungeons.

Rumors about Dark Chronicle first appeared on April 9, 2002, when Level-5 Inc. updated its website with an image of a silhouette from its newest game, although no other details were made available at the time. The game was officially announced on May 16, when Level-5 launched a full website that revealed the new game would include Dark Cloud's Georama mode and had more features than had its predecessor. The site also demonstrated the cel-shaded graphics and featured pictures of the two protagonists.

The visual style of Dark Chronicle departs from that of Dark Cloud by using cel shading. Level-5 referred to the graphic style as "tonal rendering"; the main characters have a smooth, shaded look and the backgrounds have detailed textures and lighting. Cutscenes use the models that are used in normal gameplay, both of which are generated in real-time; thus costume changes are carried over from gameplay to cutscenes. Akihiro Hino, the game's writer, director, designer and producer, stated that *"smooth transitions between gameplay and event scenes help increase the empathy for the game"*. Soft textures were used to create a uniform feel for the visuals and to minimize the computer-generated appearance of the cel shading. Texture mapping was used occasionally to emulate lighting. The game's production took almost two years; the CG production and game development occurred simultaneously.

The game was met with positive reviews from critics, who praised the improvements over the first game—particularly the graphics and variety of gameplay styles available.

DO NOT QUESTION AUTHORITY



DARK SUMMIT

ACTION ADVENTURE ON THE SLOPES

www.darksummit.net

PlayStation.2

THQ

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Dark Summit

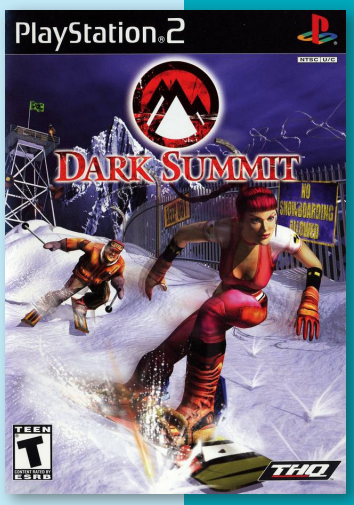
6.7

N P

Developer	Radical Entertainment
Publisher	THQ
Release date	(us) November 26, 2001
Genre	Sports
Mode	1-2 Players

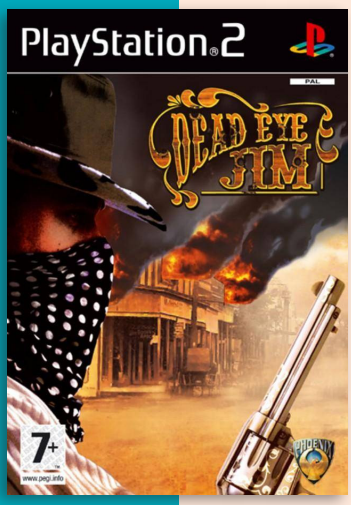
When the military takes over a ski resort, players take to the slopes and try to uncover the mystery in this story-based snowboarding game.

The game is a twist on the snowboarding genre. Instead of trying to pull off insane tricks, players will be completing various missions, such as “Find the Bomb” and “Destroy the Cannon”. Pulling off tricks earns you points to buy new equipment.



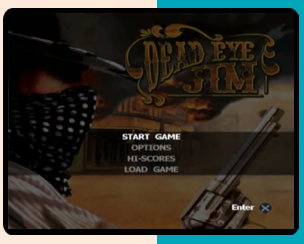
Dead Eye Jim

3.8



Developer	Naps Team
Publisher	Phoenix Games
Release date	(eu) January 12, 2007
Genre	Action, Shooter
Mode	1 Player

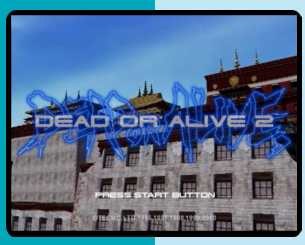
Dead Eye Jim is a shooter with a western setting. The game starts off with players standing on some street with enemies firing slowly at them. Players have to fire back and if they get hit by a single bullet then then they loose a life. The game gets real hard, real fast.

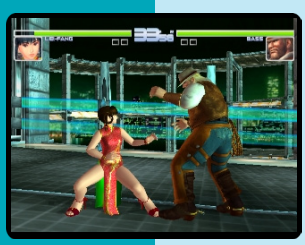


P

Dead or Alive 2

7.3





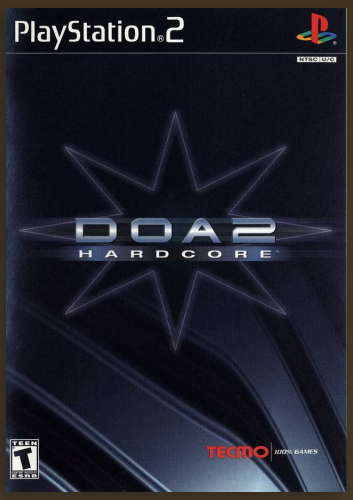
J

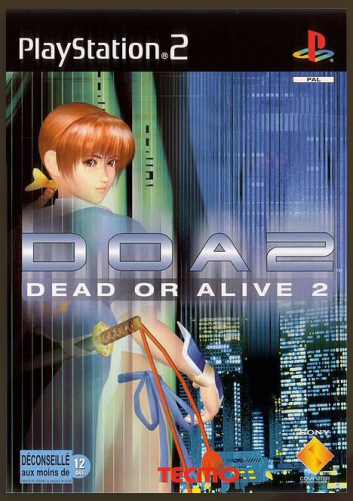
Developer	Team Ninja
Publisher	Tecmo
Release date	(jp) March 30, 2000
Genre	Fighting
Mode	1-2 (4) Players

Dead or Alive 2 was released as a launch title for the PS2 in Japan. This version added new stages (Crimson, Koku An and Prairie) and new unlockable costumes. The game engine ran using Field Rendering instead of Frame Rendering, thus it appeared much more aliased than the Dreamcast ports. This version was buggy and prone to lock up in Versus mode.

DOA2: Hardcore

9.1





JNP

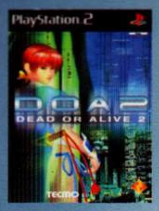
Developer	Team Ninja
Publisher	Tecmo, (eu) SCEE, (jp) Koei Tecmo, (us) SCEA
Release date	(us) October 25, 2000
Genre	Fighting
Mode	1-2 (4) Players

DOA2: Hardcore for the PS2 was based on the Japanese second update of Dead or Alive 2 for Dreamcast. This version featureed new playable characters, new stages, extra costumes and introduced the "Gallery" option. The Hard*core release was finally the complete game director Tomonobu Itagaki had envisioned at the time, featuring many changes compared to its predecessor: Characters, pictures and moves were altered to appear more realistic, lessening the anime-look. Some fighting animations were elaborated upon, while others were cut. New stages were added (8 more than the Dreamcast update). More character outfits were added. Survival Mode now only took place in the "Danger Zone" arena. Overall gameplay speed was increased, and the entire game (including cutscenes) now ran at a full 60 frames-per-second (in the Dreamcast version, the game ran at 60fps, while cutscenes ran at 30). A special "Items Collection" feature and menu section was added to appeal to video game collectors. New artworks were added, and a CG Gallery section featuring renders of the female characters was added. The player history files were enhanced, and now included statistics on how often the player used each character, and tag battle pairing. Several special moves were added, but left undocumented. English voiceovers were added in addition to the original Japanese voice overs. As a side note: Kasumi is unlocked as a trainable monster in Monster Rancher 4 by going to the Shrine, and inserting the DOA2: Hardcore disk in the PS2.

The later Japanese release of DOA2: Hard*Core saw some minor updates, including new cutscenes, a few new costumes, and a new turbo speed option. This was the last Dead or Alive game to be released for a Sony system, as the series became exclusive to the Xbox until the release of Dead or Alive Paradise and Dead or Alive 5.

In August 2012, a software emulated version of DOA2: Hard*Core was made available as a downloadable game on the Japanese PlayStation Network. The North American version was released to PlayStation Network in March 2015.

PlayStation.2



What are friends for? Why, pummelling through walls, drop kicking down stairs and hammering through floors, of course. Dead or Alive 2 brings a whole new meaning to redecorating your environment. For really big jobs may we suggest the four player option. Just remember to tidy up after yourself. www.uk.scee.com/DOA2

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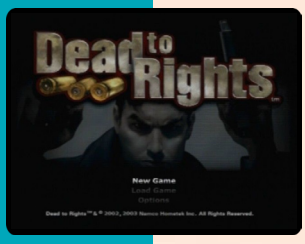
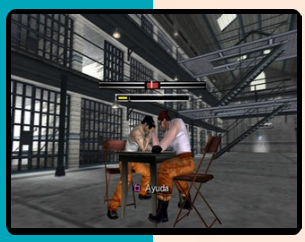
Dead to Rights

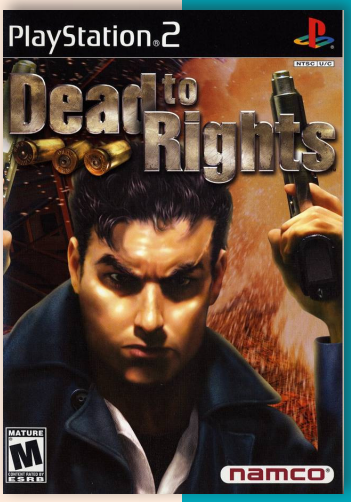
7.3





J N P

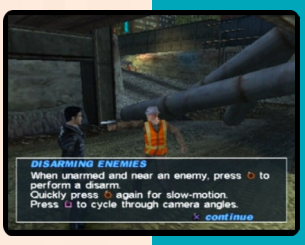
Developer	Namco
Publisher	Namco, (eu) Electronic Arts
Release date	(us) November 18, 2002
Genre	Action, Beat-em' up
Mode	1 Player



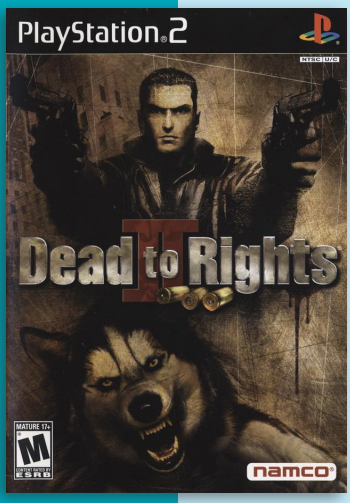
Dead to Rights is an 3rd-person shooter in which the player is Jack Slate, a police officer in Grant City. On a routine call, he finds the dead body of his father. While trying to find the murderer, he is framed of another murder. Jack becomes a fugitive; his run from the law will take him to various places, from strip joints and hotels, to office complexes, and even prison, as an inmate.

When controlling Jack, players can perform various moves, such as grabbing an enemy from behind and using him as a human shield, or tossing a fire extinguisher and shooting it, causing an explosion.

Players will sometimes have to control Jack's best friend and partner, his K-9 dog Shadow, which allows enemies to be killed from a distance.

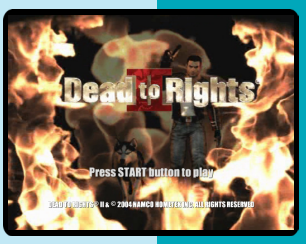


Dead to Rights II



Developer	WideScreen Games
Publisher	Namco
Release date	(us) April 12, 2005
Genre	Action, Beat-em' up
Mode	1 Player

5.1



N P

Jack Slate is back, in this beat-up sequel. He teams up with his K9 Dog, Shadow, to overtake the criminal underground in Grant City. The main focus of the game is on Jack taking down crime after the kidnapping of a judge. He discovers a city full of corruption and betrayal.

Included is a 360 degree fighting system. Returning to the game is the super slow motion that was originally employed in Max Payne games. Players can now use Shadow to attack enemies in real-time while they beat down on other enemies.

The game includes a lot of weapons, including rocket launchers, grenades, and Molotov cocktails. The minigames are not essential to the game, whereas they were in the original game. However, most of the game is very similar to its predecessor.

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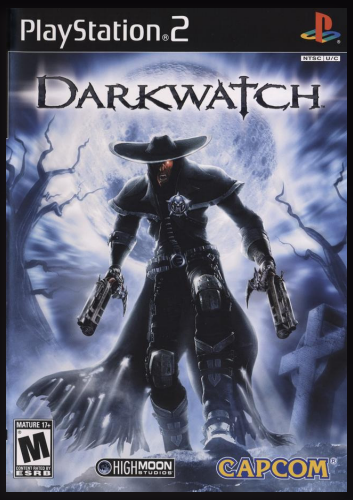


Darkwatch

Developer	High Moon Studios
Publisher	Capcom, (eu) Ubisoft
Release date	(us) August 16, 2005
Genre	First-person shooter
Mode	1-2 Players

Darkwatch: Curse of the West is a 2005 first-person shooter video game for the PS2 and Xbox.

The game mixes western, horror and steampunk genres, telling the story of Jericho Cross, an outlaw gunfighter in the late 19th-century American Frontier who has been turned into a vampire and then forcibly recruited by the titular monster-hunting secret organization to fight against supernatural forces.

Darkwatch features a reputation system that affects player's abilities in addition to the player character Jericho's starting, neutral vampiric powers of "Blood Shield" (a regenerating force field similar to the energy shield from Halo), "Vampire Jump" (a double jump that can be aborted at any moment) and "Blood Vision" (a system of heat vision highlighting enemies and objects that also acts as a zoom). Through the game, Jericho is met with multiple choices of a good or evil variety, allowing the player to select morality awarding Jericho new powers, called "Brands", based on the choices he made. This system was compared to the one used in the role-playing video game Star Wars: KOTOR. The good path powers are "Silver Bullet" (making the player's weapons cause more damage), "Fear" (confusing minor enemies), "Mystic Armor" (an extra shield system) and "Vindicator" (bolts of lightning destroying all nearby enemies). The evil powers are "Blood Frenzy" (granting an immunity to damage and extremely powerful melee attacks), "Turn" (turning undead enemies into allies), "Black Shroud" (stealing life force from nearby enemies) and "Soul Stealer" (destroying nearby enemies and stealing their souls). The powers can be activated for a limited time when the HUD's blood bar, which is fueled through collecting souls of the slain enemies, is completely full. Jericho's health is also restored through collecting the souls.

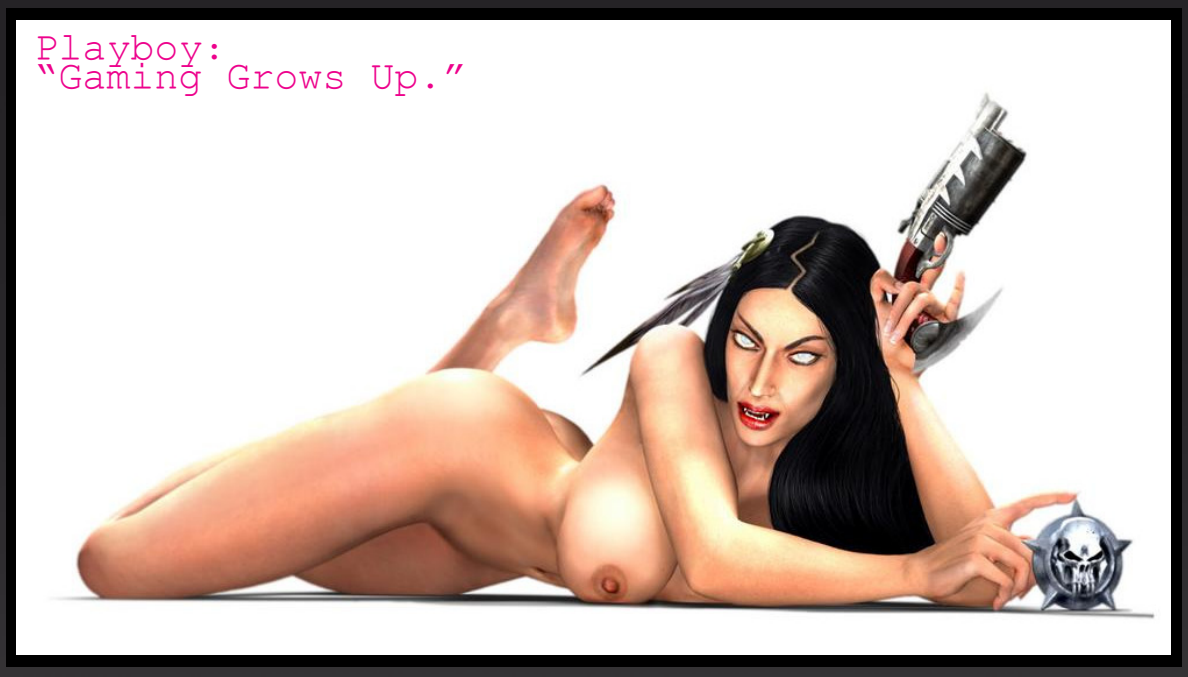
During the daylight hours, Jericho's powers are gone, so he has to fight as a normal human, using a wide variety of weaponry, from a Darkwatch's standard-issue 24-shot Redeemer handgun to a crossbow firing explosive arrows and a rocket launcher, as well as melee combat. In some missions, Jericho can drive a Gatling gun-equipped Coyote Steamwagon vehicle; using it or a horse changes perspective to the third-person view. During horse-riding rail shooter sequences, Jericho is granted unlimited ammunition and high attack speed, at the cost of only being able to use the Redeemer.

The Xbox version has competitive multiplayer for up to 16 players online. The PS2 version does not offer any online connectivity and competitive multiplayer is limited to two players (or four players while using an optional multitap device) via split screen gameplay. In multiplayer matches, the players can pick up the "Silver Bullet", "Mystic Armor and "Blood Frenzy" powers as floating power-ups that activate immediately. The game's story mode is also available for split screen cooperative gameplay on the PS2, a feature absent from the Xbox version.

The development of the game began in the summer of 2002, when Sammy Studios' first internal development team, informally called "Team 1", decided to *"bring a refreshing theme to a genre riddled with the stereotypical sci-fi, fantasy, and military themes,"* an idea soon approved by the Sammy Corporation president Hajime Satomi. The original game concept was not very dark and the vampires *"felt more like a cartoon property"*. In the early derivatives of the project, the game *"looked more like something from Pixar"* and its protagonist was supposed to be Chaz Bartlett, a *"vaguely bumbling sort of comic relief character"*, described as an *"Eastern dude who was a card cheat"* similar to Bret Maverick.

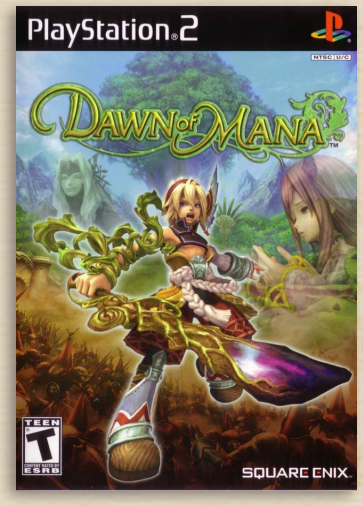
The game's lead designer and writer Paul O'Connor said that the original 'high concept' for Darkwatch was *"Blade meets Men in Black in the Old West,"* but *"in the two years that the property has been in development, it has grown in other directions and taken on a life of its own. The game is quite a bit darker than Blade, and we've completely lost the tongue-in-cheek feeling of Men in Black."* He added it *"leans toward the Army of Darkness side of things, though without the slapstick,"* and *"with the accessibility of Raiders of the Lost Ark."* The turning point for setting a much darker and mature tone was the final iteration of Jericho's character design. Tala was originally intended to also be a player character, but the studio's marketing department *"didn't think that would fly."*

A major part of the game's promotional campaign was based on using the sex appeal of its female characters. In October 2004, a picture of Tala *"wearing only a feather in her hair"* was featured in a spread of the first special edition of Playboy that spotlighted provocative video game characters, also accompanying the article "Gaming Grows Up". Several more naked pictures of her and Cassidy appeared in Playboy's "Girls of Gaming" series in October 2005 and again in December 2007. A few censored topless sketches of Tala were posted alongside a fake interview in an exclusive online gallery by IGN and a pinup picture was featured in IGN's Hotlist magazine in June 2006. She was also featured in exclusive pictures on the cover and the pinup poster of play issue #44 in 2005 and in the 2007 calendar The Art of Heavy Metal.



5.7

Dawn of Mana



J N

Developer	Square Enix
Publisher	Square Enix
Release date	(jp) December 21, 2006
Genre	Action-adventure
Mode	1 Player

Dawn of Mana, originally released in Japan as Seiken Densetsu 4, is the eighth game of the Mana series and the third entry in the World of Mana subseries, following the release of Children of Mana nine months prior and Friends of Mana two months prior.

Set in a high fantasy universe, Dawn of Mana follows a young hero, Keldric, as he journeys to close a portal to a land of darkness that has been opened in the base of the Tree of Mana and is corrupting the world.

Unlike previous games in the Mana series, Dawn of Mana takes place in a full 3D world, in which the player characters navigate the terrain and fight off hostile creatures. The player controls the main character, Keldric, and is followed for almost all of the game by a fairy spirit, Faye. Unlike previous games in the series, Dawn is an action-adventure game, rather than an action role-playing game; as such, gameplay is focused on movement and attacking enemies, rather than leveling-up character statistics. Keldric is able to run, roll, and jump through the game world. Keldric has access to a vine-like plant attached to his arm, which can be used at any time as either a sword, a whip, or a slingshot. The sword can be used to hit enemies and objects, the whip can grab and throw enemies and objects, and the slingshot can throw collectible pebbles as projectiles. Faye can cast magic spells, selectable by the player.

The combat system in Dawn of Mana is called the Mono system, based around the Havok physic engine. Almost all objects in the game, including enemies, are moveable, allowing Keldric to throw objects at enemies, or even throw other monsters. Keldric can either throw objects in the direction he is facing, or can target a specific enemy or object to aim at them. When something is thrown near an enemy, they Panic, resulting in a counter over their head that counts down to zero to end the Panic. While panicked, enemies take more damage from attacks and spells. Defeating enemies when they are panicked gives the player two types of medals, which can either boost the player's health and attack damage, or mana and magic damage. Throwing multiple objects can Panic enemies more; when the Panic meter is greater than 99 the player can receive better medals. Defeating enemies also grants experience points, which raise Keldric and Faye's level up to a maximum of four, granting higher health, mana, and damage, and granting new spells and attacks. In addition to being throwable, many objects in the game are also destructible.

The game is divided into eight chapters and a prologue; at the end of each chapter, the player is graded on their performance, and all of their statistics and medals are reset. The only items which carry over between chapters are emblems, which are given to the player for achieving high scores in a chapter or defeating hidden monsters. High scores are achieved by defeating more enemies, and defeating enemies with high Panic meters. In addition to the main game is a challenge arena, accessible through the main menu,

where Keldric can fight timed battles against powerful foes. Keldric can fight alongside AI-controlled pets in these challenges, found in eggs throughout the game. The challenge arena also contains a shop, which contains emblems, eggs, and bonuses like extra music or higher game difficulties, which can be bought with money dropped by enemies throughout the game.

In 2003, Square Enix began a drive to begin developing *"polymorphic content"*, a marketing and sales strategy to *"[provide] well-known properties on several platforms, allowing exposure of the products to as wide an audience as possible"*. The first of these was the Compilation of Final Fantasy VII, and Square Enix intended to have campaigns for other series whereby multiple games in different genres would be developed simultaneously. In early 2005, Square Enix announced a "World of Mana" project, the application of this *"polymorphic content"* idea to the Mana franchise, which would include several games across different genres and platforms. These games, as with the rest of the series, would not be direct sequels or prequels to one another, even if appearing so at first glance, but would instead share thematic connections. The third release in this project and the eighth release in the Mana series was announced in September 2005 as Seiken Densetsu 4, the first 3D game in the series, though no other details were given in favor of promoting the first game, Children of Mana.

Dawn of Mana was designed, directed, and produced by series creator Koichi Ishii. The script was written by Ryo Akagi, based on a story created by Masato Kato. The main objective of the development team was to convert the entire Mana world into a 3D environment, rather than just starting from scratch graphically and adding new elements to the gameplay. Ishii had previously wanted to make the 1999 PlayStation game Legend of Mana a 3D game, but the console had been unable to handle his vision of the player interacting with natural shaped objects in a full 3D world. He wanted to create a Mana title that could explore *"the feeling of touch"* in a game. After seeing the Havok physics engine in a demo of Half-Life 2 at E3 in 2004, Ishii decided to use the system in Dawn to give players a visual link between environments, objects, and characters. He hoped the physics engine and 3D graphics would allow him *"to create a world where players utilize a variety of actions to alter the world and the objects contained within"*. Although Ishii has said that the games in the series are only thematically connected, he has also asserted in an interview that Dawn is set ten years before Children of Mana, which depicts the aftermath of the "cataclysm" of Dawn.

Dawn of Mana sold over 229,000 copies in Japan by the end of 2006, ten days after release, and was the top-selling PlayStation 2 title in Japan during its release week. As of November 2008 it had sold over 340,000 copies in Japan. The game sold 70,000 copies in North America by November 2007.

Upon its release, Dawn of Mana received generally poor reviews over a wide range, with numerical scores that range from 30 to 80 out of 100. Reviewers praised Dawn of Mana's graphics and character design, but the gameplay was heavily criticized by reviewers such as Fitch of 1UP.com, who disliked both the way the character abilities reset with every new area and the *"inane"* and *"mundane"* system for collecting emblems. The game's story was also not seen as a highlight with Gabe Graziani of GameSpy calling it *"trite"* and *"fan service"*.

Dear Boys: Fast Break!

7.0

J

Developer	KCEJ
Publisher	Konami
Release date	(jp) September 18, 2003
Genre	Adventure, Sports
Mode	1-2 Players

Dear Boys: Fast Break is based on the sports manga by Hiroki Yagami. The game is a 3D basketball simulation where players run, dribble and dunk all over the place. Fast Break mixes action elements where team players are maneuvered directly with interactive elements where dramatic cut-scenes show events during the game. The game is based off of the engine from NBA Starting Five.

"psxdatacenter.com"

Dear My Friend: Love Like Powdery Snow

4.5

Developer	Yeti
Publisher	Yeti
Release date	(jp) April 28, 2005
Genre	Visual novel
Mode	1 Player

Originally released as an adult romance visual novel for Windows under Dear my Friend title, the PS2 version was released a year later and excludes all the adult content, but includes extra stories. Later that year, another Windows version was released which included both PS2 extra stories and adult content from the original release.

The game tells a story of Kyouichi Morikawa, a young student who soon finds himself living with a girl of same age, Mai, who wondered on his doorstep one cold winter. Appearing to be an orphan, Kyouichi's father adopts her and now both Kyouichi and Mai have to find a way to live together. Kyouichi, who was just a mediocre day-today student wasn't that popular, once Mai starts going to the same school and gets assigned to his class, suddenly gains popularity among the girls as they start noticing him thanks to his new company.

The game is a typical visual novel which feature static character artwork with occasionally animated emoticons that depict characters' disposition. Voice-acting is present for both heroines and male characters, with exception to the protagonist.

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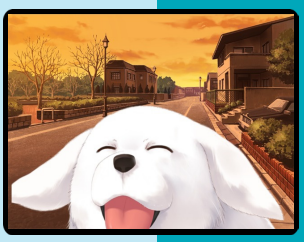


J

Dear My Sun!!
Musk * Ikusei * Capriccio

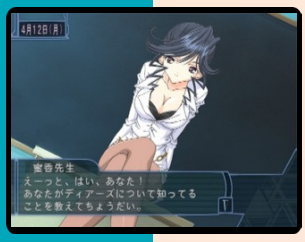
Developer	HuneX
Publisher	D3Publisher
Release date	(jp) September 6, 2007
Genre	Visual novel, Simulation
Mode	1 Player

Players take the role of Natsumi, the mother of a pair of twins, whose father has left on an expedition to Egypt. While raising the twins the mother can seek help with their careers from other characters, and maybe even choose to partner up with one them instead of waiting for her husband who has been missing for several years.

"psxdatacenter.com"

7.6

DearS



Developer	Media Works
Publisher	Media Works
Release date	(jp) June 24, 2004
Genre	Visual novel, Simulation
Mode	1 Player

The game is set in the near future. A UFO crash in Tokyo reveals the existence of aliens to the world. The stranded aliens, who come to be known as DearS, look and act much like humans, but come from a very different society. Though contact with their homeworld is soon reestablished, many DearS remain on Earth, joining human society.

DearS is a visual novel & relationship simulation game based on the manga created by Peach-Pit. The player is cast as high-school student Takeya Ikuhara, who until recently was living alone, but has had two young, female DearS move in with him: Ren and Tina, who view Takeya as their master.

The game is broken up into days, with different actions and locations available depending on the time of day and the day of the week. The player must interact with different characters to proceed through the story and further the relationships with each character. In particular, Ren and Tina can be given both presents and orders - such as to cook dinner, or read a book - which will increase their attributes and their affection towards Takeya. Depending on the player's actions, different events will occur, and the ultimate goal is to reach each character's "good ending".

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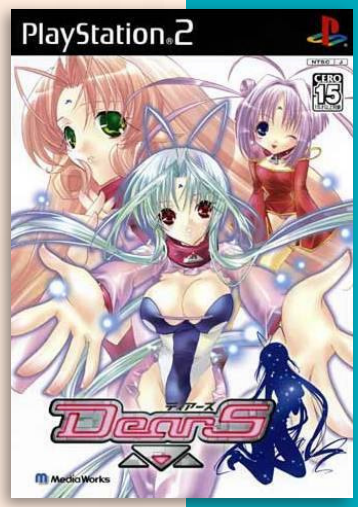
Limited Edition



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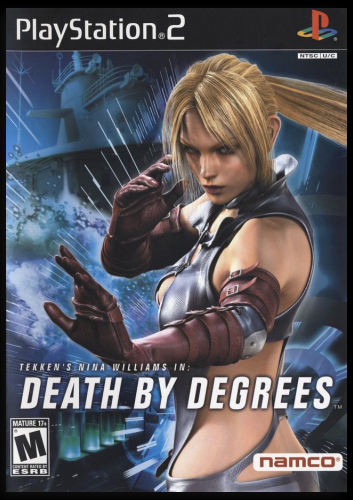
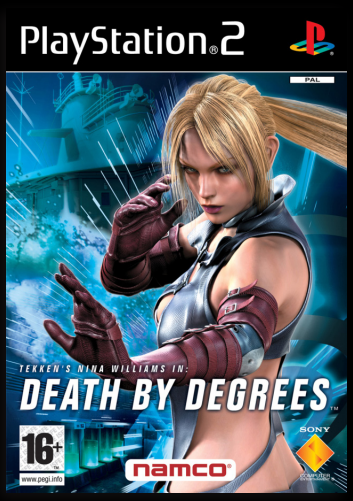
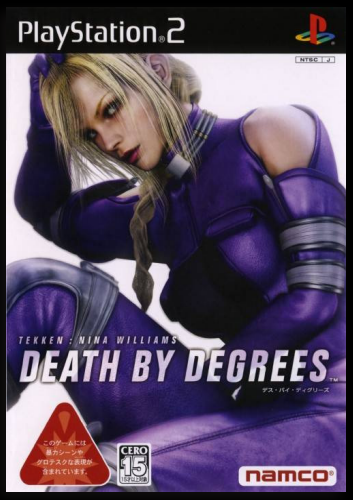






J N P

Death by Degrees

Developer	Namco
Publisher	Namco, (eu) SCEE
Release date	(jp) January 27, 2005
Genre	Action-adventure, Beat 'em up
Mode	1 Player

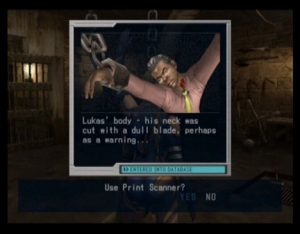
Tekken's Nina Williams in: Death by Degrees is initially a spin-off from the Tekken series of fighting games. In the game, players take control of assassin Nina Williams as she fights to take down terrorist organization/evil corporation Kometa.

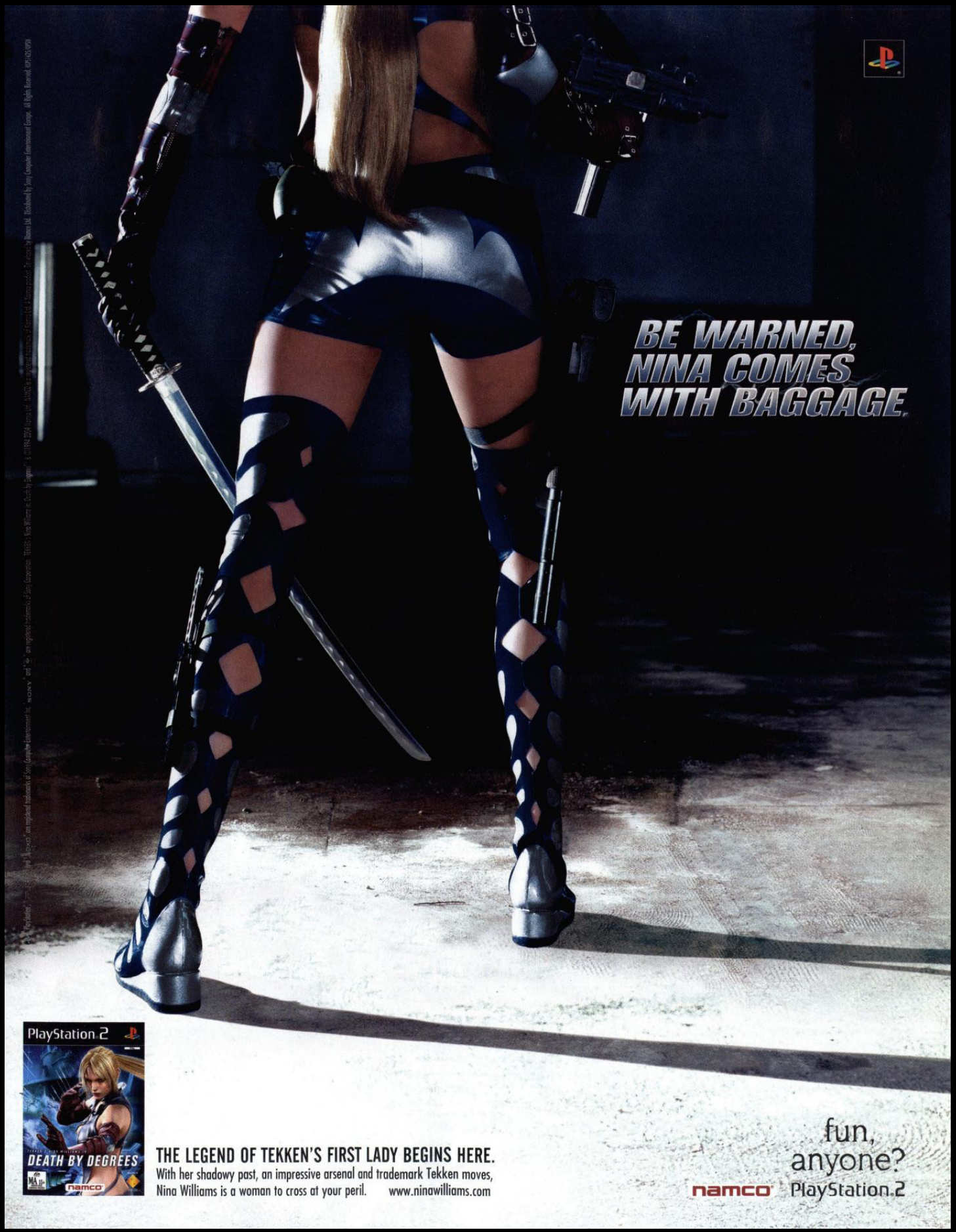
The game is fully controlled by the analog sticks. The left analog stick is touch-sensitive; through various degrees of holding, tapping or pressing along with other buttons allows the player character Nina Williams to walk, run or evade. The right analog stick is used for offensive moves.

The game's most remarkable feature is the ability to allow Nina to use her martial arts skills to break the bones of her enemies through use of carefully aimed attacks. These attacks do more damage to the enemy and show the player the damage being inflicted on the opponent's skeletal structure. Strangely, this does little to actually disable opponents, as they often continue to use limbs that have been literally shattered, as well as survive blows to the head that would cause the skull to practically explode, without even losing consciousness.

Once the game is completed, "Anna Mode" will be unlocked, offering the player the ability to play as Nina's younger sibling and rival, Anna Williams. Various outfits can be unlocked throughout the game, which include a bikini, cocktail dress, purple jumpsuit, black and silver stealth suit. Playing the game a second time causes LCD crates throughout the game to contain infinite supplies of certain weapons, such as infinite katana and infinite rail-gun. After completing the game twice, the wrestling costume as seen in the opening FMV is also unlocked. A third clear game file additionally unlocks "Tekken 2 Nina", which instead of an outfit is actually a different facial and bodily construction, exactly as she appears in the Tekken title, in low resolution.

The game received generally mixed reviews from critics. While the cutscenes and depth of story were praised, critics generally found fault with difficult camera angles, extensive loading times, and system control, which limited all fighting sequences to use of the analog stick.




BE WARNED,
NINA COMES
WITH BAGGAGE.
PlayStation.2
DEATH BY DEGREES
namco
THE LEGEND OF TEKKEN'S FIRST LADY BEGINS HERE.
With her shadowy past, an impressive arsenal and trademark Tekken moves,
Nina Williams is a woman to cross at your peril. www.ninawilliams.com
fun,
anyone?
namco PlayStation.2

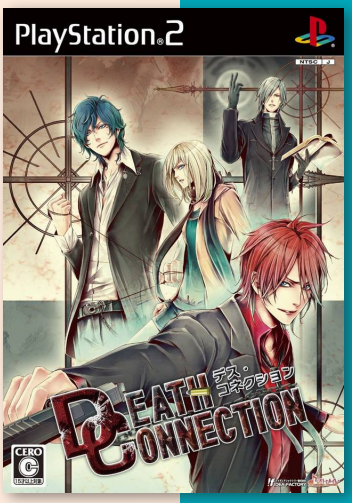
Death Connection

8.0

J

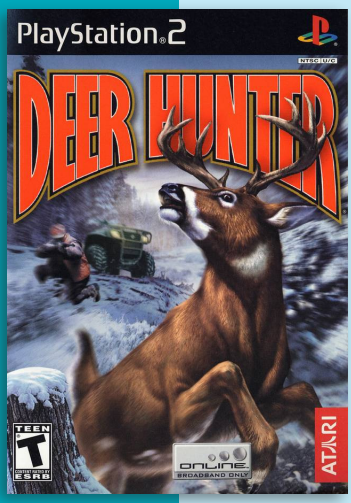
Developer	Idea Factory
Publisher	Idea Factory
Release date	(jp) December 17, 2009
Genre	Visual novel
Mode	1 Player

The game revolves around seventeen years old Amelia, who was left on the doorstep of a church when she was a baby. She lives with her foster father, the priest, and Joshua, a boy she sees as a brother. However her peaceful life shatters the night mafia members charges into the church in an attempt to kill her. On the run with Joshua, she happens to come in contact with three death angles.



Deer Hunter

5.0



Developer	Coresoft
Publisher	Atari
Release date	(us) December 22, 2003
Genre	Sports
Mode	1-2 (4) Players

Deer Hunter is a hunting game featuring online tournament play.

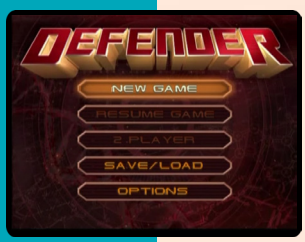
Players can Track and bag a wide variety of animals including grizzly bears, mountain lions, goats, elk, big horn sheep and moose. They can choose from 17 different weapons, and ride their ATV, snowmobile, boat or horse to prime hunting areas.

"mobygames.com"

N

Defender

7.3

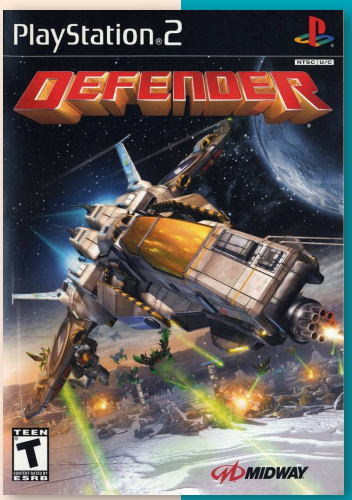


N P

Developer	7 Studios
Publisher	Midway
Release date	(us) October 22, 2002
Genre	Shoot 'em up
Mode	1-2 Players

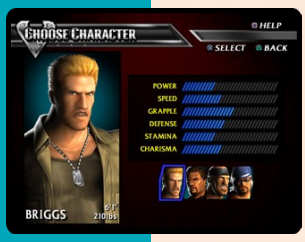
Defender, released as Defender: For All Mankind outside North America, is a shoot 'em up. It is a remake of the 1981 game of the same name. Featuring 3D graphics, the game is set on multiple planets and moons within our solar system where the player must defeat waves of invading aliens while protecting astronauts.

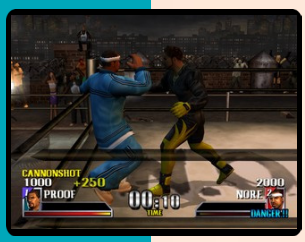
IGN said the game was *"pretty short, but it's also a fast, mostly mindless shooter"*.



Def Jam Vendetta

8.0





Developer	Aki Corp.
Publisher	Electronic Arts, (us) EA Sports Big
Release date	(us) March 31, 2003
Genre	Sports, Fighting
Mode	1-2 (4) Players

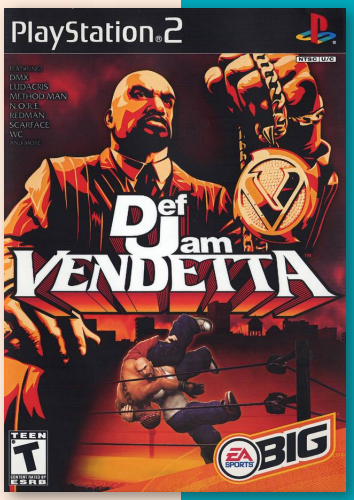
Def Jam Vendetta is a professional wrestling game that combined Hip Hop with pro wrestling. It was EA's 1st attempt at a wrestling game since the widely panned WCW Backstage Assault. Several Hip Hop artists were featured in the game, including DMX, Method Man, Redman, Ludacris, N.O.R.E., Capone, Scarface, Ghostface Killah, Keith Murray, WC, Joe Budden and DJ Funkmaster Flex; all of which at the time were artists of Def Jam. Singer Christina Milian was also featured in the game as Angel.

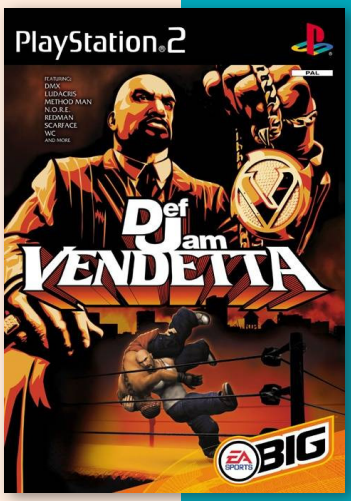
The player has a choice between 4 street fighters: Briggs, a dishonorably discharged soldier; Proof, an ex-superbike racer; Tank, a massive japanese fighter, and the DJ Spider, although the story is the same for each of them.

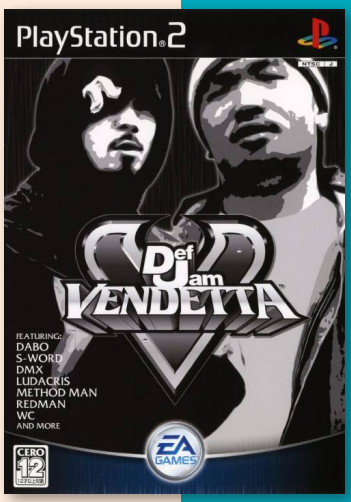
The game features a largely unmodified AKI engine, used in the company's Virtual Pro Wrestling games and its spinoffs with some minor "button mashing" elements added and more of an arcade than a simulation. The game plays very similarly to WWF No Mercy, and features a lengthy story mode that allows players to level up and enhance one of four player characters in their quest to become the most well known star in the urban fighting league and fight the undefeated underground boss, D-Mob (voiced by actor Christopher Judge).

Players can win in one of three ways; pin, submission or KO. Pins are done by pinning the opponent for 3 seconds before he can kick out. The player can trap opponents in holds that gradually weaken one of their body parts (head, body, legs and arms). This hold can be broken by touching the ropes. If one of those gauges reaches empty, the bones get broken and that player submits & automatically loses. Players can attack their opponent to build up a power gauge, letting them activate 'Blazin' mode. If the player successfully grabs an opponent in this state, he can perform a special move. If the opponent's health is low enough, they will be KO'd.

The response to the game was mainly positive, with fans citing the basic game play and presentation as superb.







J N P

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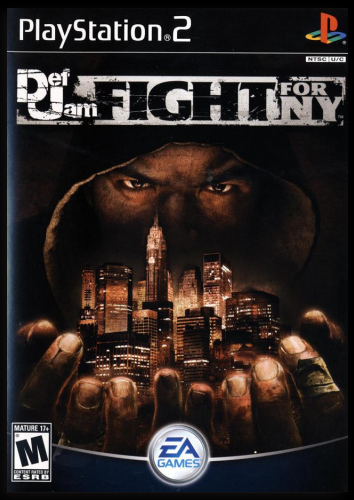
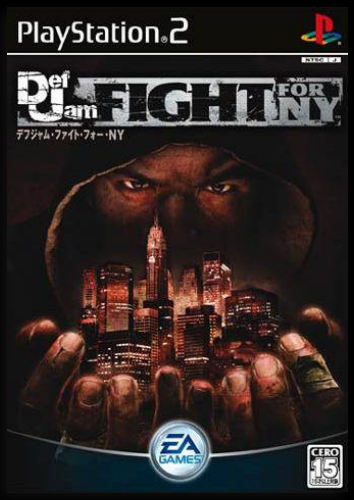
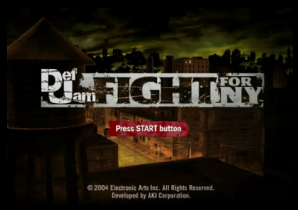




JNP

Def Jam: Fight for NY



Developer	Aki Corp.
Publisher	Electronic Arts, (eu, us) EA Sports Big
Release date	(us) September 20, 2004
Genre	Fighting
Mode	1-2 (4) Players

Def Jam: Fight for NY is a hip hop-influenced 3D action game. It is sequel to Def Jam Vendetta and is followed by Def Jam: Icon. The game features several rappers, including Lil' Kim, Snoop Dogg, Method Man, Redman, Fat Joe, Mobb Deep, Prodigy, Ice-T, Xzibit, N.O.R.E, Ludacris, Crazy Legs and Busta Rhymes, Flavor Flav, Sean Paul as well as the voices and likeness of other celebrities, such as Henry Rollins, Christopher Judge and Kimora Lee Simmons. DMX, Keith Murray, Christina Milian and Funkmaster Flex were the only artists from the original game that did not appear in the sequel.

The game's story mode follows the narrative of an unknown, player-created fighter, who is fighting his way through the New York Underground. Winning matches rewards the player with cash, which can be used in shops to buy clothes which include famous clothes lines such as Reebok, Phat Farm, Air Jordan, and even rapper Sean Combs clothing line, Sean John and many other clothing lines. As well as clothes, the fighter can get haircuts, tattoos, and jewelry from Jacob "The Jeweler" Arabo, as well as Development points, which can be used at the local gym, run by Henry Rollins, to increase the character's skills, or to purchase and set up new Blazin' Moves and up to two additional fighting styles.

Winning matches also unlocks clubs and the fighters defeated, as well as their Blazin' Move, and often the jewelry they may wear. Created characters can have the jewelry of Sean Paul, Crack (Fat Joe), Xzibit, Crazy Legs, Lil' Flip, Def Jam Recordings, Roc-A-Fella Records, State Property, and many others (except for some particular signature pieces such as the medallions worn by Flavor Flav or modify it like Ghostface Killah's Sun God Plate Gold and Diamond piece.), the fighters may be used in Battle Mode, while their moves and jewelry may be purchased and used by the player.

The gameplay is expanded from the original game, which was primarily a wrestling game. Fighters can choose one, two, or three of five fighting styles. The fighting styles are Streetfighting, Kickboxing, Martial Arts, Submissions and Wrestling.

Additionally, Def Jam Fight for NY emphasizes the use of the game's various environments and the surrounding crowd to cause damage. Tossing the opponent against barriers gives fighters an opportunity to inflict massive damage to their opponent by slamming them into the wall headfirst, ramming a door or gate in their face, or using other features of the environment. The crowd will shove a fighter back into combat if he is thrown into them or gets too close, sometimes holding a fighter and leaving them open to attack. Some spectators carry weapons, and will offer them to the fighters, or even attack a fighter if they are held by a nearby onlooker.

Momentum is gained by successfully performing moves, countering, and taunting the opponent. The rate at which momentum is gained is effected by the

fighter's Charisma stat, which like other stats varies between fighters. Created fighters can set their own charisma with a combination of clothes, tattoos, and jewelry; the more expensive, the better. A fighter with a good set of clothes, extensive tattoos, or laden with jewellery can often fill their momentum meter in just a few moves.

When the momentum meter is full, a fighter can activate it, which results in a Blazin' Taunt. In this state, the fighter is said to be "Blazin", and can pull off a Blazin' Move, a powerful and brutal attack personalized for each character. A created character can learn every single Blazin' Move in the game, but can only have up to four usable at any one time.

Though the game focuses on mixed fighting styles, the only way to win a fight is through Knock Out or Submission. A character can be made to submit by putting them into submission holds until the health bar of a single body part is depleted.

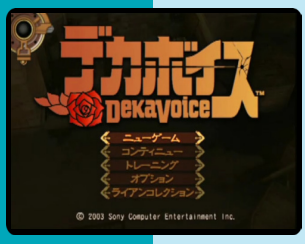
Knock Out is achieved through a unique health bar used in the game. Health is composed of two bars, the first bar representing a fighter's consciousness and ability to fight (Displayed as an opaque light green), while underneath it is the fighter's physical wellness bar (Displayed as a semi transparent dark green). With every hit, a fighter's consciousness will fall quicker than his/her physical wellness. However, whenever a fighter is not losing health, their consciousness meter will recover up to the maximum current physical wellness. When a fighter's consciousness is lowered to a very low point, the entire health bar will turn red. This indicates that the fighter is in danger of being knocked out. Knocking out an opponent in danger requires the use of strong hits, Blazin' Moves, and environmental moves such as slamming an opponent into the wall, or achieving a double team move with a crowd member, or using a weapon (like a pipe, a bottle, a wooden bat, a shovel, etc.). It is possible to knock out an opponent by beating down their while their physical wellness remains very high. As a fight wears on, physical wellness will eventually fall low enough that when a fighter's consciousness recovers to the physical limit, it is still too low to turn green. This is sometimes known as permanent danger, meaning a fighter is permanently in danger of being knocked out.

Additionally, each fighting style has a unique way to knock out opponents in danger: streetfighters can attack with a strong punch; wrestlers can perform a strong grapple; kickboxers can complete a kick-combo; submission experts can force the enemy to submit with grapples; and martial artists can perform flying attacks.

Josh Holmes, the producer from EA Canada wanted to improve on the already well received Def Jam Vendetta. The research they've done shows that veteran gamers were familiar with the game control system yet new players were intimidated by the complexity that's been used since *"WCW/NWO World Tour"* that first appeared on the N64. The team decided to simplify the controls and make them more intuitive. *"We found that straight one-on-one fighting tended to get stale over time, no matter how polished the fighting engine was"* said Holmes. The team added secondary elements like crowds, weapons and interactive environments for the player to use as a weapon. Lastly, Holmes went on to say that individual players prefer to use their own tactics, so different classes has been implemented in unique ways to achieve a KO. *"The overall focus of the fighting system is fun, over-the-top action rather than a simulation of technical fighting"* said Holmes.

Deka Voice

8.3



J

Developer	Acquire
Publisher	SCEI
Release date	(jp) February 13, 2003
Genre	Adventure
Mode	1 Player

Deka Voice is a Cell-Shaded adventure game, developed by Acquire and published by SCEI, which was released in Japan in 2003. Using the headset peripheral, players take the role of policeman, Steven Haywood, and interrogate people and give commands to their supporting characters to solve crimes in this noir-inspired game.

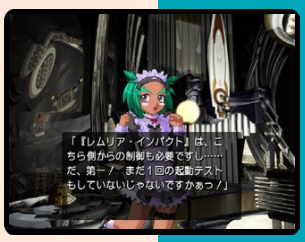
The game was also apparently compatible with the Japanese robot toy dog, Aibo.

Demon Bane

5.9

Developer	Nitro+
Publisher	Kadokawa
Release date	(jp) July 1, 2004
Genre	Role-playing, Adventure
Mode	1 Player

Demon Bance, also known as Kishin Houkou Demonbane, is a port of an eroge visual novel for PC. The setting is a mix of science, sorcery, and mechs. The storyline revolves around a secretive faction who uses magic to unleash a destructive force which ripples throughout a town and destroys a good chunk of it. To combat this underground cabal, a team is assembled which uses a powerful mech as their ace in the hole.



J

Demon Chaos

6.2

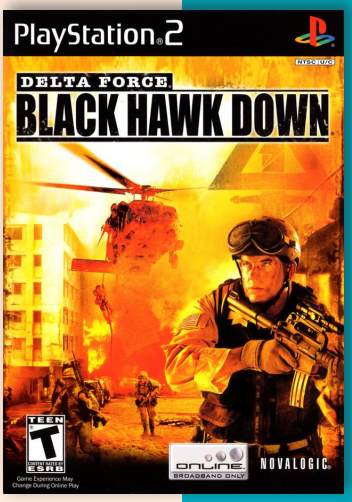
J P

Developer	Genki
Publisher	Genki, (eu) Konami
Release date	(as) November 22, 2005
Genre	Beat-'em-up
Mode	1 Player

This title is a 3rd person hack and slash action game. Player character, Inugami, can use a combination of various attacks to get rid of demon hordes, of which there are plenty in Demon Chaos. In most missions, there are friendly armies fighting along side the protagonist that have to be protected. The player can give the armies a rudimentary follow command and create various pillars.

Delta Force: Black Hawk Down

5.8



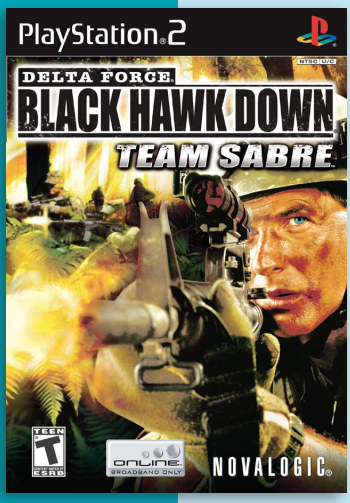
Developer	Rebellion
Publisher	NovaLogic
Release date	(us) July 26, 2005
Genre	First-person shooter
Mode	1-4 (32) Players

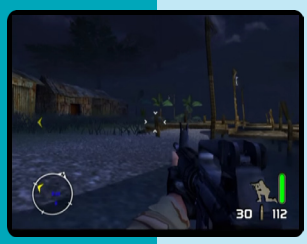
Delta Force: Black Hawk Down is the 6th game of the Delta Force series. It is set in the early 1990s during the Unified Task Force peacekeeping operation in Somalia. The missions take place primarily in the southern Jubba Valley and the capital Mogadishu.

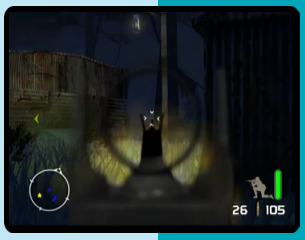
The gameplay differs heavily from earlier installments in the series. While all earlier Delta Force games focus on long distance outdoor combat and have open ended mission design, Black Hawk Down focuses on close quarters combat in urban environments with heavily scripted missions more similar to the then-recent Medal of Honor: Allied Assault. Many of the series' trademark features, such as bullet ballistics and later weapon sway, were abandoned in favour of simpler action-focused gameplay.

Delta Force: Black Hawk Down – Team Sabre

4.8







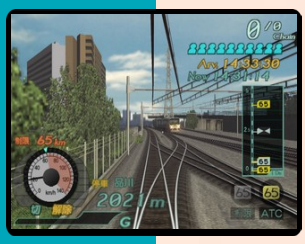
Developer	Rebellion
Publisher	NovaLogic, (eu) Ubisoft
Release date	(eu) November 10, 2006
Genre	First-person shooter
Mode	1-4 (32) Players

Delta Force: Black Hawk Down – Team Sabre was originally released as an expansion pack to Delta Force: Black Hawk Down. The expansion gives the player a new character to choose, the British elite commando unit SAS. Team Sabre adds a few more terrains which are mostly jungle and desert terrains. The expansion pack also gives the player two more campaigns which are in fictional based areas, fighting the renegade general Haatim Jaareah Kalb in the deserts of Iran and the elusive drug lord Antonio Paulo in the jungles of Colombia. The main difference from the original is the difficulty, with fewer saves and longer levels.

The Ps2 version is a completely redeveloped version of the Windows release featuring additional weapons and vehicles not seen in the original PS2 version of Delta Force: Black Hawk Down.

Densha de Go! Final

8.0



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Developer	Taito Corporation
Publisher	Taito Corporation
Release date	(jp) May 27, 2004
Genre	Simulation
Mode	1-2 Players

Densha de GO! Final is an entry in the popular Japanese series of train driving simulations. Players can drive a number of the trains on the following lines: Yamanote Line in Tokyo, Chūō Main Line, Osaka Loop Line and Tōkaidō Main Line.

New to this game is a chain system which rewards flawless gameplay with a higher score and introduces a more arcade emphasis. Afterwards these points can be used for unlocking new trains.

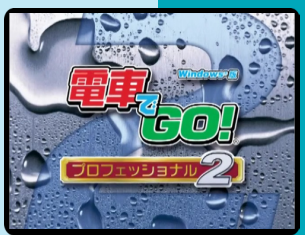
Densha de Go! Professional 2

7.9

Developer	Taito Corporation
Publisher	Taito Corporation
Release date	(jp) February 27, 2003
Genre	Simulation
Mode	1 Player

Densha de Go! Professional 2 let players drive the Shōnan-Shinjuku Line, Tsurumi Line, Kosei Line, Seto-Ōhashi Line, Nagasaki Main Line and Sasebo Line.

Unique elements to this game included the crossing of the Seto-Ōhashi bridge, a trip which involves the changing of the driver and the coupling and de-coupling of the train.



J

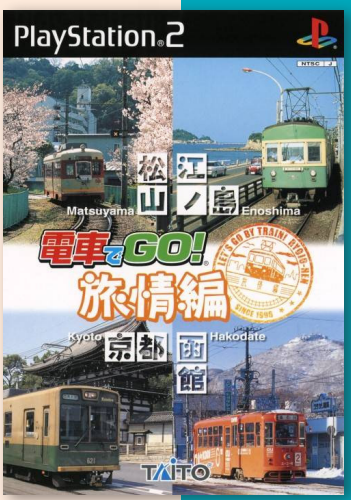
Densha de Go! Ryojouhen

8.1

J

Developer	Taito Corporation
Publisher	Taito Corporation
Release date	(jp) July 25, 2002
Genre	Simulation
Mode	1 Player

Densha de Go! Ryojou-Hen focused on trams and light rail. While apparently sharing much of the same graphics engine with Densha de Go Shinkansen, the user interface of this version was on the other hand quite different, taking a significantly gentler approach. Trams could be viewed externally and also in a cab view. As the driver, the player is also responsible for making station announcements and opening the door.



Densha de Go! Shinkansen: Sanyou Shinkansen-hen

7.9

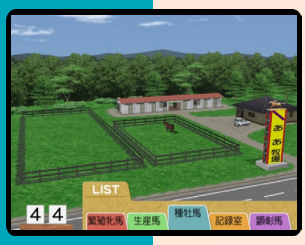
J

Developer	Taito Corporation
Publisher	Taito Corporation
Release date	(jp) September 20, 2001
Genre	Simulation
Mode	1 Player

The biggest technological advancement in DDG3, along with the graphical improvements, is the addition of more real time progression elements in the game. Day and night will pass realistically (players can start in the morning, afternoon, evening, and night), and the weather will change depending on the time of day, the season, and the region they're passing through.

Derby Stallion 04

7.6



J

Developer	ParityBit
Publisher	Enterbrain, ParityBit
Release date	(jp) April 22, 2004
Genre	Sports
Mode	1 Player

Derby Stallion 04 is the PS2 installment in the long-running (and million-selling) Derby Stallion horse racing simulation series. The game was released only in Japan.

The game uses polygonal graphics for a greater sense of realism as well as new gameplay upgrades, such as a rival system and more complex race program data.

"ign.com"

Desert Kingdom

7.0

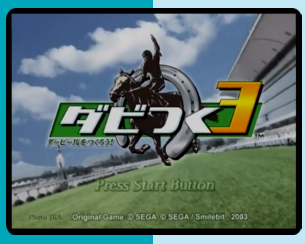
J

Developer	Idea Factory
Publisher	Idea Factory
Release date	(jp) May 27, 2010
Genre	Visual novel
Mode	1 Player

In Desert Kingdom, players are the majin princess Aspashia. She lives in the magic kingdom of EVUU, but one day her magic suddenly disappears. Her father, the king, says it must be because her mother was human. Aspashia is shocked, and to get her magic back, goes down to earth and eventually ends up in the desert country Kingdom. Aspashia finds that to get her magic back, she has to grant the wishes of humans.

7.4

Derby Tsuku 3: Derby Uma o Tsukurou!



J

Developer	Smilebit
Publisher	Sega
Release date	(jp) December 11, 2003
Genre	Sports
Mode	1 Player

Derby Tsuku 3: Derby Ba wo Tsukurou! is a PS2 and GameCube horse racing game released exclusively in Japan. The series originally started on the Dreamcast.

The game corresponds to the 2003 horse race data, and several reasl name racehorse, real name stallion, breeding mares appear in the game.

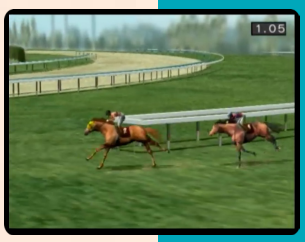
Derby Tsuku 4: Derby Uma o Tsukurou!

8.1

Developer	Sega
Publisher	Sega
Release date	(jp) December 2, 2004
Genre	Sports
Mode	1 Player

This is the fourth game in the Sega's Derby series feature the 2004 data and some new elements. In the game, players aim to win the Derby by raising the race horse.

Racecourses include; "Funabashi" "Kasamatsu" "Nagoya" "Sonoda".



J

7.3

Derby Uma o Tsukurou! 5

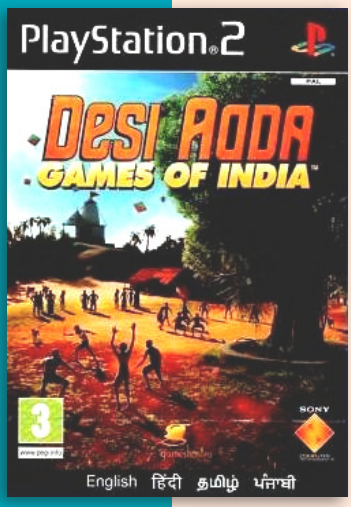
J

Developer	Land Ho!
Publisher	Sega
Release date	(jp) January 19, 2006
Genre	Sports
Mode	1 Player

New to this game feature race horse commentator, Izaki Ryugoro, appointed to the paddock commentary. The interaction between the announcer before the race and the commentator make it a more realistic feeling, just like a TV broadcast. In addition, the largest racecourse in Asia, Sha Da (Sha Tin) in Hong Kong is reproduced. Major overseas races such as Hong Kong Cup and Queen Elizabeth II Cup was also added.

Desi Adda: Games of India

3.6



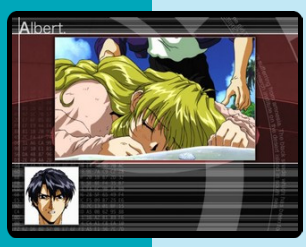
Developer Gameshastra Inc.
Publisher SCEE
Release date (as) October 27, 2009
Genre Sports, Action-adventure
Mode 1-2 Players

Desi Adda was released in three languages; Hindi, Tamil and Punjabi. It consists of a collection of cultural games from India, based on traditional Indian sports. These include kite fighting, Kabaddi, Pachisi, and Gilli-Danda. The player is placed in an Indian village, where they can play the different games with other villagers and converse with them.

P

Desire

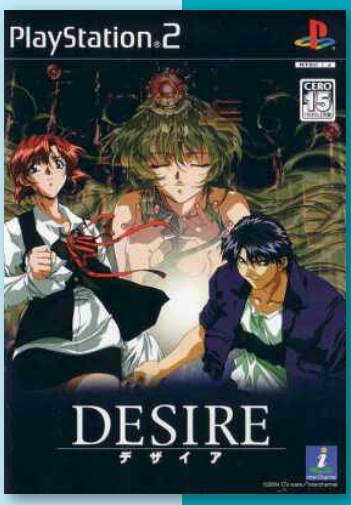
8.4



J

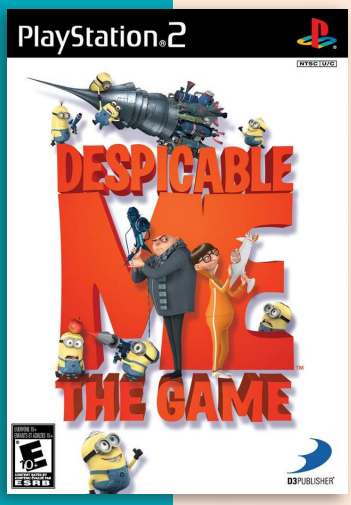
Developer NEC Interchannel
Publisher Interchannel
Release date (jp) September 30, 2004
Genre Visual novel
Mode 1 Player

In Desire, journalist Albert Macdgul is sent to investigate a research institute located on a remote island. It apparently has a link to the military. At the same time Tina, a young girl, is washed ashore on the island with no recollection of what has happened to her or who she is. Meanwhile, the technical manager Makoto Izumi seems to think that something weird is going on with the researches being conducted.



Despicable Me

7.0



Developer Monkey Bar Games
Publisher D3Publisher
Release date (us) July 6, 2010
Genre Action-adventure
Mode 1-2 Players

Based on the summer 2010 computer-animated feature film from Universal Pictures, Despicable Me puts players in the role of Gru. The game involves platform puzzle solving. Players take command of obedient minions and use gadgets to overcome obstacles and reach in-game goals. Other sequences have players running and jumping through set-piece sequences in free-flowing platform action.

N P

Dessert Love: Sweet Plus

6.0

J

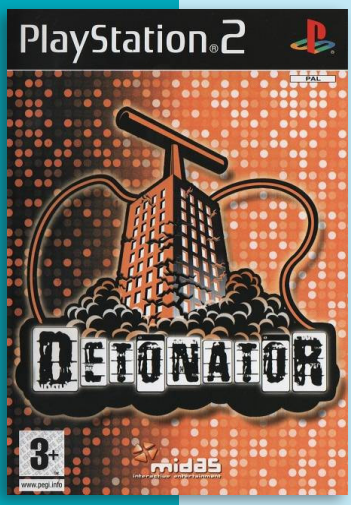
Developer	Marvelous Entertainment
Publisher	Marvelous
Release date	(jp) February 23, 2006
Genre	Visual novel
Mode	1 Player

Dessert Love is a PC port of a love simulation game. Players take the role of an office lady who helps out with the design and development of candy. She get to experience love-based scenarios with seven characters, including her superiors and ex-boyfriend.

"psxdatacenter.com"

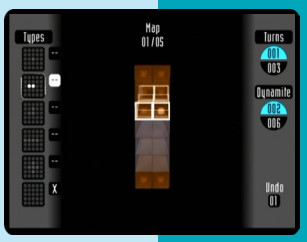
Detonator

4.5



Developer	Kaze
Publisher	Kadokawa, (eu) Midas Interactive
Release date	(jp) March 20, 2002
Genre	Puzzle
Mode	1-2 Players

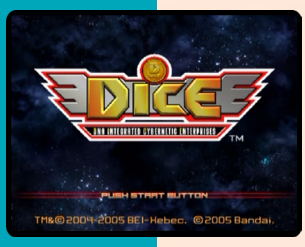
Detonator is a puzzle game in which the player must destroy buildings with dynamite. Players place explosives in key locations within a building to topple it, but with a limited number of dynamite sticks and amultitude of different size and shaped buildings. Features include Standard, Special, Crack and Destruction type gamae modes, 99 different levels, and two-player head-to-head competition.



J P

DICE: DNA Integrated Cybernetic Enterprises

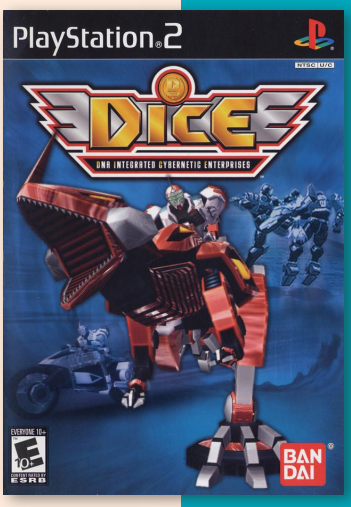
4.8



N

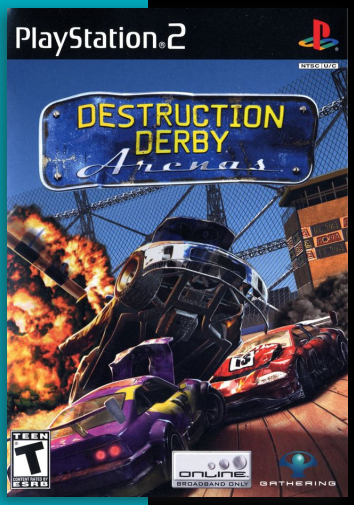
Developer	Natsume
Publisher	Bandai
Release date	(us) September 22, 2005
Genre	Action
Mode	1-2 Players

The game is based on an animated television series released on Cartoon Network. The game features 9 different Dinobreakers from the show. Players can transform their robot from a vehicle to dinosaur mode or fight on foot to defeat the enemy. Each roboy has different skills and abilities and players can upgrade their weapons by unlocking or purchasing new features.



Destruction Derby: Arenas

5.7

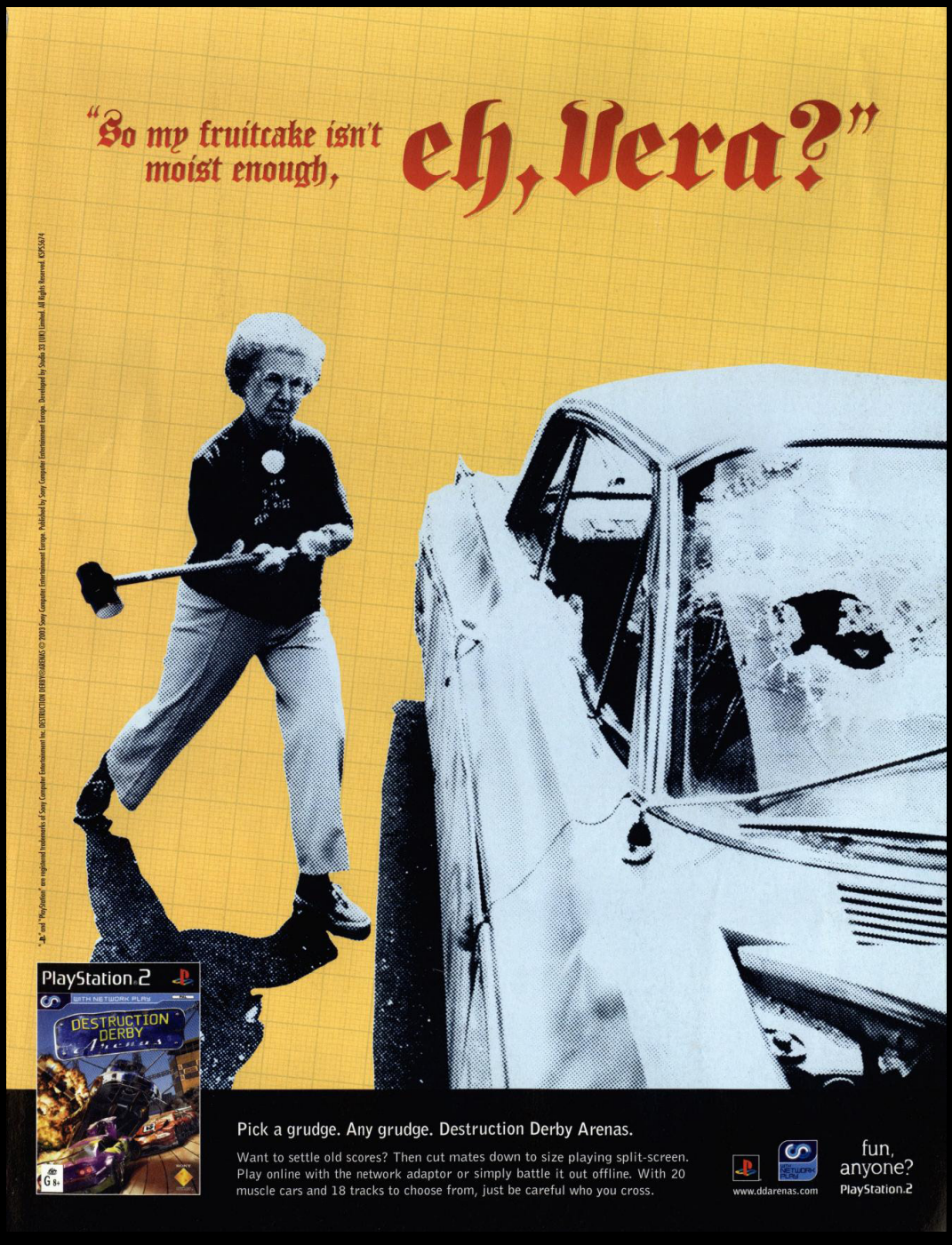


Developer	Studio 33
Publisher	SCEE, (us) Gathering
Release date	(eu) January 9, 2004
Genre	Racing
Mode	1-2 (20) Players

Destruction Derby Arenas is the fourth installment of the Destruction Derby series. Some new gameplay elements were introduced, including Score Multiplier, Shield and an TNT. Players are now also able to perform 'tricks' in tracks.

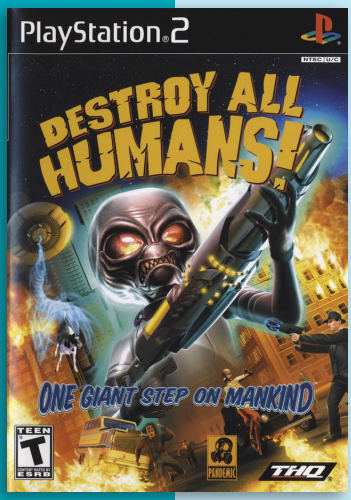
The game feature several online play modes, with up to 19 other racers online.

N P



Destroy All Humans!

7.4



J N P

Developer	Pandemic Studios
Publisher	THQ, (jp) Sega
Release date	(us) June 21, 2005
Genre	Action-adventure
Mode	1 Player

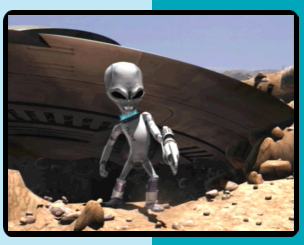
Destroy All Humans! is an action-adventure released for PS2 and Xbox. The game is set in 1959 in the U.S. and parodies the lifestyles, pop culture, and politics of this time period.

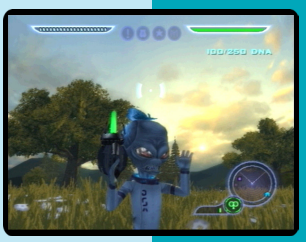
Players assume the role of Cryptosporidium 137 (Crypto for short), a warrior and member of the Furons—a race of war-like extraterrestrials with a large empire constantly seizing new worlds through conquest. After centuries of warfare against inferior species using unchecked nuclear weaponry left their species impotent and without genitalia, the Furons were unable to sexually reproduce and became forced to turn to cloning as means of reproduction, as well as a process by which to achieve immortality. However, after generations of clones, the Furon DNA is degrading, and each clone is becoming less and less stable.

Fortunately for the Furons, one of their scout ships came across Earth many millennia ago while returning from the conquest of Mars. The Furon space travelers impregnated the "nubile" ancestors of the human race to "let off a little steam", inserting a strand of Furon DNA into the human gene pool.

Because of this, each human contains a small amount of Furon DNA in their genetic code. Crypto is sent to Earth to harvest this DNA from human brain stems, locate and rescue his previous clone, Cryptosporidium-136, and spearhead a Furon invasion of Earth. The game is set up in a sandbox fashion. The player has a selection of weapons and mental abilities at their disposal, as well as access to Crypto's flying saucer. Destroy All Humans! implements the Havok physics engine, allowing for ragdoll effects on bodies and destructible environments.

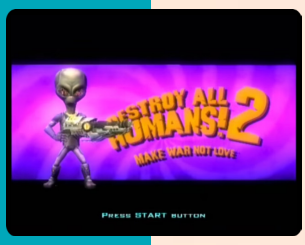
Destroy All Humans! received generally positive reviews from critics. Maxim gave it a score of eight out of ten and said, *"Set up like Grand Theft Alien, there are tons of missions to complete, though you can also just roam around, killing filthy humans and destroying their stuff."*



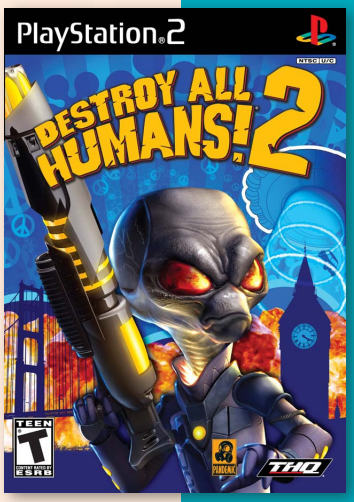


Destroy All Humans! 2

7.4



Developer	Pandemic Studios
Publisher	THQ
Release date	(us) October 17, 2006
Genre	Action-adventure
Mode	1-2 Players



Destroy All Humans! 2 is the sequel to Destroy All Humans! and it marks the last game in the series to be developed by Pandemic Studios. The game has been released to the PlayStation 4 being upresed to 1080p through the use of its inbuilt PlayStation 2 emulator software, along with the first Destroy All Humans!. The game is set in 1969, 10 years after the original.

In Destroy All Humans! 2, Crypto is able to go to San Francisco (Bay City), London (Albion), a Japanese island loosely based on Tokyo (Takoshima), Tunguska (Siberia), and the Soviet moon base Solaris. Crypto can now body snatch humans, using them as a disguise. In addition, new weapons are unlocked by finding data cores ejected from the mothership before it was destroyed. New saucer landing points are unlocked by completing the challenges of the ancient furon god Arkvoodle. The player is now able to call their saucer from an empty landing site in order to eliminate back tracking, and the UFO can now cloak for limited periods of time. In addition, the Abducto Beam actually abducts humans into the UFO for usage in the Gene Blender, which upgrades Crypto's abilities. Destroy All Humans! 2 has a co-op multiplayer mode, so the player can play through the story mode, free roam together and minigames, such as PK Tennis and Duel, with a friend. The new "Free Love" feature enables Crypto to momentarily force his victims to groove to psychedelic music, thus making them forget they saw him. The new ability called "Mind Flash" mentally stuns everyone in the world for a brief period of time. The Jetpack has a longer-lasting battery.

There are 5 new weapons: The Dislocator, which shoots levitating purple disks. The Meteor Strike, which fires up to 3 meteors. Gastro, the mother ship's former janitor who uploaded himself into a hologram like Pox, who shoots at nearby enemies before self destructing. The Burrow Beast, which shoots out a lure for a giant space worm to crawl around, eating nearby humans. The Anti-Gravity Field, which creates a small point of high gravity, which pulls anything, including humans, into it before exploding.

Warren Spector

by: Dean Evans@PlayStation 2 Official Magazine (AU) 2002 April #01

More than simply 'the bloke behind Deus Ex', Ion Storm's Warren Spector is one of the games industry's leading lights.

What Warren Spector doesn't know about videogames is probably not worth knowing. From his 'paper' RPG days at Steve Jackson Games and TSR Inc, to the e-RPG stints at Origin Systems and LookingGlass, he has built up a wealth of design experience. All of this knowledge coalesces in *Deus Ex*, 2001's PC game of the Year and now making its appearance on Sony's black box. This month, Warren Spector talks to *OPS2* about the challenges in bringing his free-form, cinematic 3D adventure to PS2.

***Deus Ex* has been described in various quarters as a revolutionary FPS. Do you think so? And if so, in what ways?**

Well, first of all, I don't think of *Deus Ex* as a first-person shooter. It's a first-person game, sure, and you can shoot, yes, but it's not *about* shooting. It's about letting players decide who their character is and how he interacts with the game world. It's as much a role-playing game as it is an RPG. And as much an adventure game as it is a strategy game...

What we have done is to combine elements of a variety of game styles in ways no-one has done before. *Deus Ex* allows players to pick their play style in a world rich enough to allow them to craft their own unique experience. It isn't a game about how clever we are as designers but about how clever *you* are as a player. That shouldn't be revolutionary but a lot of people clearly think it is.

Is there anything that you are really pleased with in *Deus Ex*?

The interface is one of the high points for me. But, really, the thing I'm most happy about is that we were able to bring the entire *Deus Ex* experience to PS2 owners. We made very few compromises. The game isn't 'dumbed down' or 'more action oriented' as many pundits told us it would have to be. Bringing multiple game-of-the-year-award gameplay to an entirely new audience was our primary goal and the team worked very hard to make that happen. As far I'm concerned, they succeeded admirably.

What, if anything, did you have to leave out of the game?

The only thing I can think of that we left out of the PS2 version is the laser sight weapon modification. And, frankly, we pulled that out because it newer worked the way we wanted it to in the PC version and we *should* have cut it there, too! Oh, and we left out a bunch of interface screens - you can now access most of the game's critical functions right from the main game instead of having to wade through a bunch of menus.

Is there anything that you wish you could have added to the game?

I almost hesitate to say this, because it'll probably ignite a firestorm, but I wish we could have gotten Multiplayer mode into the PS2 version. We did an experimental Deathmatch mode for the DX Game of the Year edition on PC and it really didn't feel like any other multiplayer experience out there - all of our character differentiation stuff worked great in a multiplayer setting. Realistically, though, the challenge of learning a new platform and preserving and enhancing the single-player experience on the PS2 just didn't allow us the luxury of including multiplayer.

Do you think that the PS2 version of *Deus Ex* is a better, all-round game than the PC incarnation?

In many ways, the PS2 version of *Deus Ex is* the better version. I'm really happy with the more streamlined control scheme and interface. And we got a change to go back and fix some maps that didn't quite play the way we hoped they would. We were able to do some additional balancing on the weapons, so the combat is more satisfying. It's just a bit more refined in a lot of ways than the PC version was. No big surprise - we *knew* what game we were making this time around. With the PC version of *Deus Ex*, a lot of time went into figuring out what the heck we were doing!

How long did the PlayStation 2 version take the team to complete and what have you all learned during the PS2 development process of *Deus Ex*?

The PS2 version of *Deus Ex* took a little more than a year. We didn't just slap it on a new platform and hope it all worked. We upped the redesigned the interface from scratch. We upped the quality of

the characters and animations. we redid all the cinematics. We reworked the geometry, NPC/item placement and lighting on every single map to address player input and the needs of the new platform.

What did we learn? I think we learned how rigorous you need to be when you work on a console game. PC developers haven't had to worry about a couple of K or RAM in a decade or more. On the PS2, every bit of memory is precious. And dealing with saved games when you don't have a hard drive was a challenge, too. We learned a ton that'll stand us in good stead in the multiplatform future!

Do you think that game designers are becoming lazy, in that there's a lack of originality in the industry at the moment?

No way would I say game developers are lazy! Making games is insanely hard. No-one I know sets out to make a bad or unoriginal game. It's just that the risks associated with development are so great these days, the amount of money you spend is so astronomic (relative to what it used to cost...) there's a tendency to want to do stuff that you already know works. That's not laziness. That's self-preservation. Having said that, I do wish developers would take more chances - and that publishers would fund the risk-takers a little more freely. And having said that, I think you just have to look to games like *Grand Theft Auto III* and the *Tony Hawk* series or titles like *Frequency* to see that there's plenty of innovation going on out there.

What games have you been impressed by on PS2 so far?

Well, I think i tipped my hand a bit already in my previous answer! *GTA3* rocks . it's actually not unlike *Deus Ex* in that it emphasises unique player experience above everything else. Freedom gameplay is great stuff... And *Frequency* has occupied a lot of PS2 time recently. I have a strange fondness for *Rez*, too.

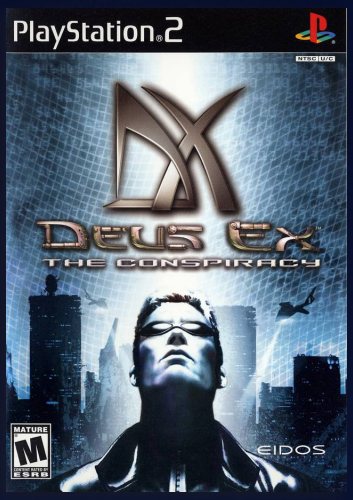
You mentioned in a recent interview with this magazine that John Romero said to you: Make the game of your dreams. *Deus Ex* is the result. If someone said the same thing to you now, what sort of game would you like to make?

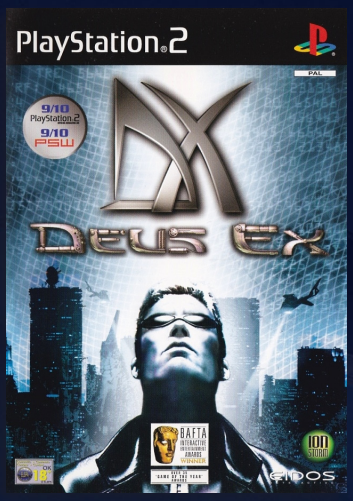
Hey, just wait and see!

8.1

Deus Ex: The Conspiracy

Developer	Ion Storm
Publisher	Eidos Interactive, (eu) Square Enix
Release date	(us) March 26, 2002
Genre	Action-adventure
Mode	1 Player





Deus Ex is set in a cyberpunk-themed dystopian world in the year 2052. The story follows JC Denton, an anti-terrorist agent given superhuman abilities by nanotechnology, as he sets out to combat hostile forces in a world ravaged by inequality and a deadly plague. His missions entangle him in a conspiracy that brings him into conflict with the Triads, Majestic 12, and the Illuminati.

Deus Ex incorporates elements from four video game genres: role-playing, first-person shooter, adventure, and "immersive simulation", the last of which being a game where *"nothing reminds you that you're just playing a game"*. For example, the game uses a first-person camera during gameplay and includes exploration and character interaction as primary features.

The player assumes the role of JC Denton, a nanotech-augmented operative of the United Nations Anti-Terrorist Coalition (UNATCO). This nanotechnology is a central gameplay mechanism and allows players to perform superhuman feats.

As the player accomplishes objectives, the player character is rewarded with "skill points". Skill points are used to enhance a character's abilities in eleven different areas, and were designed to provide players with a way to customize their characters; a player might create a combat-focused character by increasing proficiency with pistols or rifles, while a more furtive character can be created by focusing on lock picking and computer hacking abilities. There are four different levels of proficiency in each skill, with the skill point cost increasing for each successive level.

Weapons may be customized through "weapon modifications", which can be found or purchased throughout the game. The player might add scopes, silencers, or laser sights; increase the weapon's range, accuracy, or magazine size; or decrease its recoil and reload time; as appropriate to the weapon type.

Players are further encouraged to customize their characters through nano-augmentations—cybernetic devices that grant characters superhuman powers. While the game contains eighteen different nano-augmentations, the player can install a maximum of nine, as each must be used on a certain part of the body: one in the arms, legs, eyes, and head; two underneath the skin; and three in the torso. This forces the player to choose carefully between the benefits offered by each augmentation. For example, the arm augmentation requires the player to decide between boosting their character's skill in hand-to-hand combat or his ability to lift heavy objects.

Interaction with NPCs was a large design focus. When the player interacts with a non-player character, the game will enter a cutscene-like conversation mode where the player advances the conversation by selecting from a list of dialogue options. The player's choices often have a substantial effect on both gameplay and plot, as non-player characters will react in different ways depending on the selected answer (e.g. rudeness makes them

less likely to provide assistance).

Deus Ex features combat similar to first-person shooters, with real-time action, a first-person perspective, and reflex-based gameplay. As the player will often encounter enemies in groups, combat often tends toward a tactical approach, including the use of cover, strafing, and "hit-and-run". A USA Today reviewer found *"At the easiest difficulty setting, your character is puréed again and again by an onslaught of human and robotic terrorists until you learn the value of stealth."* However, through the game's role-playing systems, it is possible to develop a character's skills and augmentations to create a tank-like combat specialist with the ability to deal and absorb large amounts of damage. Non-player characters will praise or criticize the main character depending on his use of force, incorporating a moral element into the gameplay.

Deus Ex features a head-up display crosshair, whose size dynamically shows where shots will fall based on movement, aim, and the weapon in use; the reticle expands while the player is moving or shifting his or her aim, and slowly shrinks to its original size while no actions are taken. How quickly the reticle shrinks depends on the character's proficiency with the equipped weapon the number of accuracy modifications added to the weapon, and the level of the "Targeting" nano-augmentation.

Deus Ex features twenty-four weapons, ranging from crowbars, electroshock weapons, and riot baton, to laser guided anti-tank rockets and assault rifles; both lethal and non-lethal weapons are available. The player can also make use of several weapons of opportunity, such as fire extinguishers.

Gameplay in Deus Ex emphasizes player choice. Objectives can be completed in numerous ways, including stealth, sniping, heavy frontal assault, dialogue, or engineering and computer hacking. This level of freedom requires that levels, characters, and puzzles be designed with significant redundancy, as a single play-through of the game will miss large sections of dialogue, areas, and other content. In some missions, the player is encouraged to avoid using deadly force, and certain aspects of the story may change depending on how violent or non-violent the player chooses to be. The game is also unusual in that two of its boss villains can be killed off early in the game, or left alive to be defeated later, and this too affects how other characters interact with the player.

Because of its design focus on player choice, Deus Ex has been compared with System Shock, a game that inspired its design. Together, these factors give the game a great degree of replayability, as the player will have vastly different experiences, depending on which methods he or she uses to accomplish objectives.

The PS2 port of the game was retitled Deus Ex: The Conspiracy outside of Europe. Along with pre-rendered introductory and ending cinematics that replaced the original versions, it features a simplified interface with optional auto-aim and motion captured character models. There are many minor changes in level design, some for the purpose of balancing gameplay, but most to accommodate loading transition areas, due to the memory limitations of the PS2. The PS2 version was rereleased in Europe on the PS3 as a PlayStation 2 Classic on May 16, 2012.

After Looking Glass Technologies and Origin Systems released Ultima Underworld II: Labyrinth of Worlds in January 1993, producer Warren Spector began to plan Troubleshooter, the game that would become Deus Ex. Spector found himself burnt out on fantasy and science fiction set-

tings and hoped to make a game set in the real world. In his 1994 proposal, he described the concept as *"Underworld-style first-person action"* in a real world setting with *"big-budget, non-stop action"*. Spector later commented that Origin did not have the interest, nor Looking Glass the funding, to produce the game. He eventually left Origin for Looking Glass and continued to develop the game's concept, but his project Junction Point, which was inspired by ideas from Troubleshooter, was canceled. After Spector and his team were laid off from Looking Glass, John Romero of Ion Storm offered him the chance to make his *"dream game"* without any restrictions. Spector quickly joined the company.

Preproduction for Deus Ex began around August 1997 and lasted roughly six months. The six-person team came from Looking Glass's Austin studio. Spector, the team's director and producer, saw their work as improving upon the game design ideas of Origin, Looking Glass, and Valve Corporation by doing what those companies did not. The game's "ironic" working title was Shooter: Majestic Revelations, and it was scheduled for release on Christmas 1998. The team developed the setting before the game mechanics. Noticing his wife's fascination with The X-Files, Spector connected the *"real world, millennial weirdness, [and] conspiracy"* topics on his mind and decided to make a game about them that would appeal to a wide audience. Shooter's fiction was based in part on conspiracy theories related to Area 51, CIA drug trafficking, the John F. Kennedy assassination, the Majestic 12, and a Masonic bunker beneath Denver International Airport. The team designed over 200 characters without associated in-game roles, which was both helpful when designing missions and unhelpful as they attempted to reduce their scope. Later in 1997, Spector wrote a "manifesto" on his ideal game and the structure of role-playing video games. His principles included *"problems, not puzzles"*, *"no forced failure"*, *"players do; NPCs watch"*, and *"areas with multiple entrance and exit points"*. In retrospect, Spector believed that Deus Ex accomplished the intent of his manifesto.

The Shooter design document cast the player as an augmented agent working against an elite cabal in the *"dangerous and chaotic"* 2050s. It cited Half-Life, Fallout, Thief: The Dark Project, and GoldenEye 007 as game design influences, and used the stories and settings of Colossus: The Forbin Project, The Manchurian Candidate, Robocop, The X-Files and Men in Black as reference points. According to the document, the game would engage with *"the millennial madness that's gripping the world ... and a general fascination with conspiracy theories and the desire to play with high-tech espionage toys"*. The team designed a skill system that featured "special powers" derived from nanotechnological augmentation and avoided the inclusion of die rolling and skills that required micromanagement. Augmentations were unique to the player character. By March 1998, preproduction had generated 300 pages of documentation. The document grew to 500 pages, with *"radically different"* content, by the game's April 1999 Alpha 1 deadline. Of Spector's original design document, the marketing section was the only part left unedited.

In early 1998, the Deus Ex team grew to 20 people and the game entered a 28-month production phase. Spector hired new staff for his Austin studio and was assigned an art team from Ion Storm's Dallas branch. The development team consisted of three programmers, six designers, seven artists, a writer, an associate producer, a "tech", and Warren Spector, the producer, and director. Two writers and four testers were hired as contractors. Chris Norden was the lead programmer and assistant director, Harvey Smith the lead designer, Jay Lee the lead artist, and Sheldon Pacotti the lead writer. However, Spector's initial management

Deus Ex director Warren Spector and designer Harvey Smith

structure, which involved two competing design teams and the matrix management of the Dallas art team, was a failure. According to Spector, the team was interested in multiple video game genres, and it contained both design maximalists who wanted to *"do everything"* and design minimalists who wanted to do a few things well. Close friends of the team who understood the intentions behind the game were invited to playtest and give feedback. The wide range of input led to debates in the office and changes to the game. Spector later concluded that the team was *"blinded by promises of complete creative freedom"*, and by their belief that the game would have no budget, marketing or time restraints. By mid-1998, the game's title had become Deus Ex, derived from the Latin literary device deus ex machina ("god from the machine") in which a plot is resolved by an unpredictable intervention. Spector acknowledged its grammatical faults as a title, but he liked it because of its relevance to the in-game struggle for power, to the medium's storytelling difficulties, to the game being played on a computer, and to the *"self-referential"* acceptance of trying one's best to resolve affairs.

Spector felt that the best aspects of Deus Ex's development were the *"high-level vision"* and length of preproduction, flexibility within the project, testable *"proto-missions"*, and Unreal Engine license. The team's pitfalls included the management structure, unrealistic goals, underestimating risks with artifi-

of proto-missions, and weakened morale from bad press. He referred to that period of Ion Storm as *"Sturm und Drang"*, because of the degree of hype and the vitriol following Daikatana's trash talk marketing, alongside negative press in 1998 and 1999. He said that his Austin team had *"frequent"* slumps in morale from taking the company's coverage personally and seeing their private emails posted online. Eventually, the Deus Ex Austin team developed a *"'we'll show them' mentality"* to distinguish their work and reputation from those of the Dallas branch. Deus Ex was released on June 23, 2000 and published by Eidos Interactive for Microsoft Windows. The team planned third-party ports for Mac OS 9 and Linux.

Deus Ex received over 30 "best of" awards in 2001, from outlets such as IGN, GameSpy, PC Gamer, Computer Gaming World, and The Adrenaline Vault. It won "Excellence in Game Design" and "Game Innovation Spotlight" at the 2001 Game Developers Choice Awards, and it was nominated for "Game of the Year". At the Interactive Achievement Awards, it won in the "Computer Innovation" and "Computer Action/Adventure" categories and received nominations for "Sound Design", "PC Role-Playing", and "Game of the Year" in both the PC and overall categories. The British Academy of Film and Television Arts named it "PC Game of the Year". The game also collected several "Best Story" accolades, including first prize in Gamasutra's 2006 "Quantum Leap" awards for storytelling in a video game.

Since its release, Deus Ex has appeared in a number of "Greatest Games of All Time" lists and Hall of Fame features. It was included in IGN's "100 Greatest Games of All Time" (#40, #21 and #34 in 2003, 2005 and 2007, respectively), "Top 25 Modern PC Games" (4th place in 2010) and "Top 25 PC Games of All Time" (#20 and #21 in 2007 and 2009 respectively) lists. GameSpy featured the game in its "Top 50 Games of All Time" (18th place in 2001) and "25 Most Memorable Games of the Past 5 Years" (15th place in 2004) lists, and in the site's "Hall of Fame". PC Gamer placed Deus Ex on its "Top 100 PC Games of All Time" (#2, #2, #1 by staff and #4 by readers in 2007, 2008, 2010 and 2010 respectively) and "50 Best Games of All Time" (#10 and #27 in 2001 and 2005) lists, and it was awarded 1st place in PC Zone's "101 Best PC Games Ever" feature. It was also included in Yahoo! UK Video Games' "100 Greatest Computer Games of All Time" (28th place) list.

Devil Kings

6.4

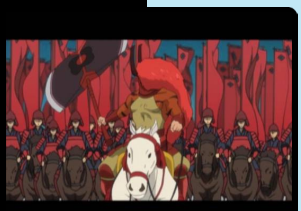
Developer	Capcom
Publisher	Capcom
Release date	(us) October 12, 2005
Genre	Beat-'em-up
Mode	1 Player

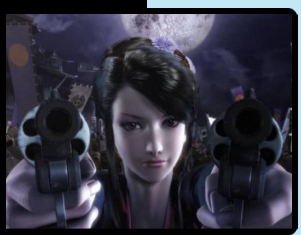
Devil Kings is a localized version of Sengoku Basara. The story takes place as the Devil King, a king possessed by the soul of the Devil, has unleashed an unholy army on the world to bend it to his will as the player must stop him along with many of his minions including his wife Lady Butterfly, his general the Red Minotaur, as well as loyal assassins Scorpio and Venus.

It is a crowd fighting game, similar in concept to the Dynasty Warriors/Samurai Warriors series by Koei.

Some significant gameplay changes were made to the Western versions of the game. Four of the characters were made non-playable and various weapons were removed or added. The difficulty levels were shifted to make the game more difficult (with Easy becoming the Japanese Normal and Normal becoming Japanese Hard). The fighting system was also modified, adding an element called "Priming" (one of the characters special attack was made the priming attack, and used that attack to "Prime" enemies making them more susceptible to damage and allowing for higher combo chains).

The game's producer Hiroyuki Kobayashi on the Western changes: *"In Japan, Devil Kings is called Sengoku Basara, and it focuses on Japanese history in the same sense that Dynasty Warriors focuses on Chinese history. So it's similar in that sense, but with a Capcom style, a Capcom flair to it. We took the concept, and said, "What can we do to differentiate this to make this different from the Dynasty Warriors games?" And we decided the secret maybe lay in some other games Capcom has done. We said, "Let's give the characters a kind of Devil May Cry flair - some really cool moves, like the kind of things you might see in Devil May Cry. Let's the characters and make them all vastly and distinctly different from one another, like Street Fighter II." That's the Japanese version. Then, we said, "Okay, let's release it in North America - what can we do to make it different again?" So we said, "Okay, we'll make it dark." Call it Devil Kings. The main character sold his soul to the devil. "*





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Experience the face of warfare!
Pure action! Wage war to experience the heat of battle and face off against hordes of enemies! Choose from 6 incredible warriors, each with exclusive weapons and a unique fighting style. Fight hand-to-hand to execute thrilling moves and chain limitless combos. Conquer all, reign supreme and achieve total world domination!
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The Crying Game

by: PlayStation Official (NZ) 2001 Jan/Feb

Shinji Mikami, mastermind behind *Resident Evil* series, is gearing up to release a new survival horror title. *Devil May Cry* will be arriving, courtesy of Capcom, later next year, with Mikami at the helm and Hideki Kamiya (another *Resi* stalwart) as the director. Originally the game was intended to be a *Resi* sequel, but morphed into something much more sinister during development.

You play the part of Devilman Dante who's in charge with the task of beating back a demon lord who's trying to barge his way into the human world. Dante's family has a long and illustrious history of whacking demons stretching back 2000 years and part of his quest involves solving supernatural cases, beating off poltergeists and smacking demon hordes with a very big blade. The game is due out late 2001.

This year also marks the fifth anniversary of the *Resident Evil* series, and to celebrate, Capcom is releasing an enhanced version of *Biohazard: Code Veronica* exclusively for PS2. *Biohazard* is, of course, the Japanese name for *Resi*, and this version includes all new scenes, graphics and gameplay not seen in the original.

9.4

Devil May Cry

Developer	Capcom
Publisher	Capcom
Release date	(jp) August 23, 2001
Genre	Action-adventure, hack and slash
Mode	1 Player

Devil May Cry is a hack and slash action-adventure. While the game primarily focuses on sword fighting, the player gains new weapons after beating the game's bosses resulting in a variety of combos to perform.

Set in modern times on the fictional Mallet Island, the story centers on Dante, a demon hunter who uses his business to get his revenge on the demons after losing his brother and mother. He meets a woman named Trish who takes him on a journey to defeat the demon lord Mundus. The story is told primarily through a mixture of cutscenes, which use the game's engine and several pre-rendered full motion videos. The game is very loosely based on the Italian poem Divine Comedy by the use of allusions, including the game's protagonist Dante (named after Dante Alighieri) and other characters like Vergil (Virgil) and Trish (Beatrice Portinari).

The gameplay consists of levels called "missions", where players must fight numerous enemies, perform platforming tasks, and occasionally solve puzzles to progress through the story. The player's performance in each mission is given a letter grade of A, B, C, or D, with an

additional top grade of S. Grades are based on the time taken to complete the mission, the amount of "red orbs" gathered (the in-game currency obtained from defeated enemies), how "stylish" their combat was, item usage, and damage taken.

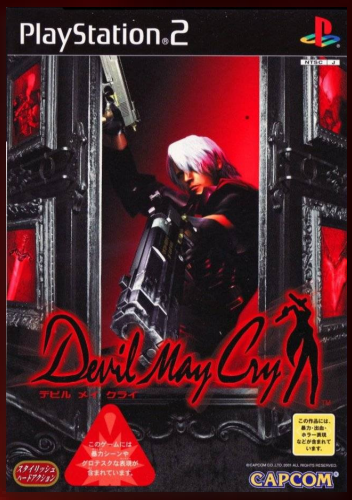
"Stylish" combat is defined as performing an unbroken series of varied attacks while avoiding damage, with player performance tracked by an on-screen gauge. The more hits the player makes, the higher the gauge rises. The gauge starts at "Dull"; progresses through "Cool", "Bravo", and "Absolute"; and peaks at "Stylish". Repeatedly using the same moves causes the gauge to stop rising, forcing the player to use every move in their arsenal. The gauge terms are similar to the grades given at the end of the missions. When Dante receives damage, the style rating resets back to "Dull". Players can also maintain their style grade by taunting enemies at close range.

The player can temporarily transform Dante into a more powerful demonic creature by using the "Devil Trigger" ability. Doing so adds powers based on the current weapon and changes Dante's appearance. The transformations typically increase strength and defense, slowly restore health, and grant special attacks. It is governed by the Devil Trigger gauge, which depletes as the ability is used, and is refilled by attacking enemies or taunting in normal form.

The game contains puzzles and other challenges besides regular combat gameplay. The main storyline often requires the player to find key items to advance, in a manner similar to puzzles in the Resident Evil games, as well as optional platforming and exploration tasks to find hidden caches of "orbs". Side quests, called "Secret Missions" in the game, are located in hidden or out-of-the-way areas and are not required for completion, but provide permanent power-ups. They typically challenge the player to defeat a group of enemies in a specific manner or within a time limit.

First hinted at in early December 1999, Devil May Cry started out as the earliest incarnation of Resident Evil 4. Initially developed for the PlayStation 2, the game was directed by Hideki Kamiya after producer Shinji Mikami requested him to create a new entry in the Resident Evil series. Around the turn of the millennium, regular series writer Noboru Sugimura created a scenario for the title, based on Kamiya's idea to make a very cool and stylized action game. The story was based on unraveling the mystery surrounding the body of protagonist Tony, an invincible man with skills and an intellect exceeding that of normal people, his superhuman abilities explained with biotechnology. As Kamiya felt the playable character did not look brave and heroic enough in battles from a fixed angle, he decided to drop the prerendered backgrounds from previous Resident Evil installments and instead opted for a dynamic camera system. This new direction required the team to make a trip to Europe where they spent eleven days in the United Kingdom and Spain photographing things like Gothic statues, bricks, and stone pavements for use in textures.

Though the developers tried to make the "coolness" theme fit into the world of Resident Evil, Mikami felt it strayed too far from the series' survival horror roots and gradually convinced all of the staff members to make the game independent from it. Kamiya eventually rewrote the story to be set in a



in a world full of demons and changed the hero's name to "Dante". The title character from Buichi Terasawa's manga series Cobra served as the basis for Dante's personality. Kamiya based his idea of Dante on what he perceived as stylish: wearing a long coat to make the character *"showy"* and a non-smoker, as Kamiya saw that as *"cool"*. The character wears red because, in Japan, it is a traditional color for a heroic figure. Kamiya has also stated he perceives Dante as *"a character that you would want to go out drinking with"*, someone who was not a show-off but would instead *"pull some ridiculous, mischievous joke"* to endear people to him. He added that this aspect was intended to make the character feel familiar to audiences. The cast of characters remained largely identical to that in Sugimura's scenario, although appearances of the hero's mother and father were written out of the story. The game's new title was revealed as Devil May Cry in November 2000.

The game was developed by Team Little Devils, a group of staff members within Capcom Production Studio 4. Some of the major gameplay elements were partially inspired by a bug found in Onimusha: Warlords. During a test-play, Kamiya discovered that enemies could be kept in the air by slashing them repeatedly, which led to the inclusion of juggles by gunfire and sword strikes in Devil May Cry. According to the director, Devil May Cry was designed from the ground up around Dante's acrobatics and combat abilities. The decision was made late in the development process to change the game to a more mission-based advancement, instead of the more open-ended structure of the Resident Evil games. Devil May Cry's difficulty was intentional, according to Kamiya, who called it his *"challenge to those who played light, casual games."*

Devil May Cry received a "Gold" sales award from the ELSPA, indicating sales of at least 200,000 copies in the United Kingdom. By July 2006, Devil May Cry had sold 1.1 million copies and earned $38 million in the United States alone. Next Generation ranked it as the 48th highest-selling game launched for the PS2, Xbox or GameCube between January 2000 and July 2006 in that country. Combined sales of the Devil May Cry series reached 2 million units in the United States by July 2006.

The game received critical acclaim, with reviews from video game news websites typically praising its gameplay innovations, action, visuals, camera control, and gothic ambience. The game also received positive reviews from video game print publications for similar reasons. Game Informer summarized their review by saying the game *"makes Resident Evil look like a slow zombie"*. Devil May Cry also frequents several Top Video Games of All Time lists. Gamefury, for instance, listed Devil May Cry at #31 in their Top 40 Console Games of All Time feature. In 2010, IGN listed it at #42 in their "Top 100 PlayStation 2 Games". Dante also received noteworthy praise to the point of becoming one of the most famous characters in gaming.

The game was also subject to criticism, however. Next Generation objected to the difficulty level, wondering if the challenge was added to prolong the gameplay. The Electric Playground pointed to the unusual control scheme and lack of configuration options. GameSpy cited the camera's behavior, the learning curve for the controls, and graphical shortcomings such as flickering and jaggedness. Lastly, GameSpot criticized the game's conclusion for its dramatic change in gameplay to a rail shooter-like style at the story's climax, as well as a leveling-off of the difficulty.

THE DEVIL DOESN'T KNOW IT YET, BUT THERE'S A BULLET WITH HIS NAME ON IT.

ONS AGO, IN THE DARKEST REACHES OF HELL, A DEMON SWORDSMAN NAMED SPARDA WAGED A ONE-MAN WAR TO SAVE THE HUMAN WORLD FROM DAMNATION. 2000 YEARS LATER, A SHADOWY FIGURE NAMED DANTE FINDS CLUES THAT THE DEVIL WILL RISE UP AGAIN. SOMEWHERE BETWEEN A MAN AND A DEMON LIES OUR ONLY HOPE FOR SALVATION.

"BY FAR the best action game on PlayStation 2! 10 out of 10!" -PSM

Only on PlayStation 2

Devil May Cry

FROM THE CREATORS OF "RESIDENT EVIL"

DEVILMAYCRY.COM

MATURE M CONTENT RATED BY ESRB

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PlayStation 2

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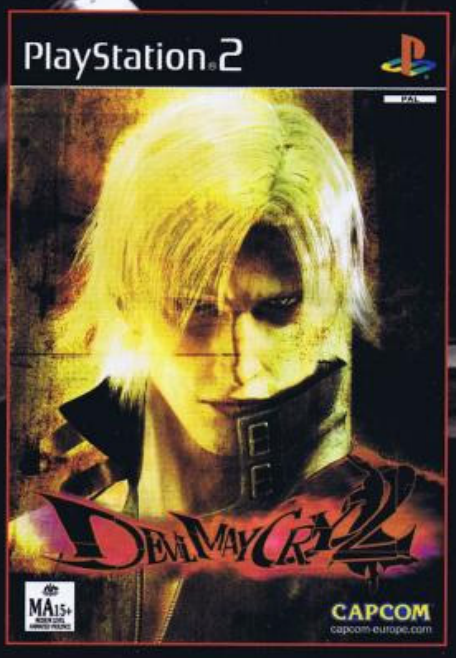
unleash your inner demon

april 2003



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HEX AND THE CITY

by: Mike Goldsmith@PlayStation 2 Official Magazine (AU) 2002

Resident overlord of *Devil May Cry*, Shinji Mikami.

Dust off your giant sword! Break out the shotguns! Bullet-juggle marionettes to a rawk soundtrack! Yes, Devil May Cry is back with new weapons, new characters and a new city to explore. OPS2 talked to Devil May Cry 2 Producer Tsuyoshi Tanaka about the return of Danter ad his all-new 'bad-ass attitude'.

DEVIL MAY CRY: AN INTRODUCTION

The original *Devil May Cry* was massive but with an ever-growing number of new PS2 owners... that means not everyone knows what we're on about! This is a five-point guide on the basics of the game!

• Announced by [developer/publisher of *Mega Man, Street Fighter* and most importantly, *Resident Evil*] back in November 2000. *Devil May Cry* was the first PlayStation 2 game from legendary (and extremely cool Japanese game creator Shinji Mikami).

• The game originally started life as *Resident Evil 4*, but ended up as something completely different - a 'gothic horror' adventure that married the tension of the Resi series with a more Hollywood, *From Dusk Till Dawn*-style action.

• The game revolved around hero Dante, a private investigator of the supernatural who is forced to save the world from the evil Mundus. The last person to take on Mundus was the legendary Sparda - Dante's father and the reason why our hero is special. See, Dante's mum might be human but his old man was all demon and that's why Dante has demonic powers, supernatural strength and speed, plus the ability to attract trouble like an English football supporter.

• And off Dante went, accompanied by the mysterious Trish and some amazing weapons and moves, into a stylish good-looking, tongue-in-cheek, actionfest of a videogame that involved arcane conspiracies, gothic architecture (the design of Mundu's castle was inspired by Spanish architect, Gaudil, revenge (Dante's folks met their deaths at Mundu's hand) and some surprisingly varied gameplay. At one point, the game heads off into an underwater first-person harpoon shooter level, plus there's a mad bi-plane bit.

• Yes, *DMC* was a little bit short, the dialogue was a touch on the corny side and the camera angles often took a turn for the annoying but it was a genuine PS2 blockbuster and is still one of the best-looking games out there. As we previously said in our review at the time, "survival horror has a new daddy." And to think they originally wanted to call it *Devil May Care*.

Having seen off the forces of darkness in the original *Devil May Cry*, the most bad-ass action videogame hero ever is about to embark on an even more epic adventure. Half-demon, half-human private investigator Dante is back - and thanks to ten months of intense development from a brand new team he'll be back with bigger guns, cooler looks, a whole host of new moves and the small matter of a new partner with whom to merrily raise hell once again.

As the sequel to one PlayStation 2's best games to date, *Devil May Cry 2* has the enviable task of pushing the system to its limits once again. *OSP2* tracked down game Producer Tsuyoshi Tanaka to Capcom's Osaka offices for the low-down on the PS2's most anticipated sequels. The stage is set for *Devil May Cry 2*. Verily, it is time to rock.

IN THE BEGINNING

Our adventure begins back in the summer of 2001, when Capcom first started development on *Devil May Cry 2*. Intriguingly, original creator Mikami has bequeathed development of the sequel to Tanaka and all-new team. "No team member worked on the original," confirms Tanaka. He assures us, however, that the game is in more than competent hands - this is no rehash of the first (or a superficial polish of *DMC's* engine) but the new team is in constant touch with the first *DMC* crew. "We are communicat-

ingly daily with the original team to share the world settings and their development process," asserts Tanaka.

According to the Producer, the original *DMC* team was just finishing its work when *DMC2* was started. Sadly, if understandably, Capcom is keeping quiet on what project the original *DMC* team is bevearing away on right now. However, Tanaka can reveal that *DMC2* is set to be released this winter, although he can't confirm whether that's worldwide or just Japan.

THE CITY OF THE DAMNED

So what's the game about? Much of Dante's new quest is still shrouded in mystery, but from the details Tanaka does reveal, it's more than enough to get us excited about the possibilities. "The game's story line has been built from scratch, of course. This time, a whole city is your playground. You will have a much broader area to explore." So far, the game area is divided into two zones; the lower city and the upper city. According to Tanaka, the former "looks like an old European town," with the upper city featuring massive skyscrapers and ruins. Tanaka's team is aiming for much more variety in the stage design overall as opposed to the somewhat enclosed environs of the first game. So don't expect empty streets and alleyways; this town is going to be alive.

According to Capcom, the ruler of the city will be Dante's chief nemesis in *Devil May Cry 2*, but his master plan - and full identity - will remain a secret for the time being. "This character is aiming to revive the demons once again," is all Tanaka will reveal at present. With the bigger game world comes a bigger adventure too. "You will surely need more time to complete the game than you did for the original," assures the Producer. Great news for all those that felt that Dante's first outing was a tad on the short side and proof of the seriousness with which the new team has taken to its hellish task.

Probably the biggest addition to the sequel so far is a new playable character, who'll have her own gameplay style and a story line that develops separately from Dante's - imagine an expanded take on Leon and Claire's scenarios in the PSone's *Resident Evil 2*. Capcom isn't making the new character's identity public yet, but would divulge that she's a "new heroine," leading *OPS2* to believe that Dante's business partner Trish is sitting this one out.

In addition, Tanaka says we can expect at least a couple of main, non-playable characters ti make an appearance, though they definitely won't fight alongside Dante à la *Onimusha 2*. "*Devil May Cry* is supposed to be a 'stylish' action game which requires you to hone your skills so you feel like a cool guy," he says. "You can't be helped by somebody." Fair point.

IF LOOKS COULD KILL

With the new development team comes a whole new look for our hero. This time out, he's a leaner, meaner Dante, who has ditched his velvet goth trenchcoat in favour of a more streamlined get-up. But Dante's fashion sense isn't the only thing that's changed. For starters, this game's atmosphere's not going to be quite as gloomy. "In the original *DMC*, there were quite a few dark areas," explains Tanaka. "This time, we are trying to make sure players can easily recognise the player character, enemies and items during the game. You will find *Devil May Cry 2* enjoyable even if you are just moving around in the game world - it is visually stunning."

Dante and his foes are also going to sport better animation - including Dante's new coat blowing in the wind - and Capcom is promising significant enhancement. "Backgrounds, character graphics, visual effects, player and enemy animation have all been improved," continues Tanaka. "We are creating the ultimate supreme action game which has been improved in every possible way over the original including gameplay, visuals, presentation and sound, yet, succeeding in the original's concept of a 'stylish' game."

A random thought occurs. In the original game, Dante was shown as a fan of motorbikes. Given the game's penchant for branching off into other game genres (remember the underwater first-person shooter level of the *Panzer Dragoon* bit at the end?) could Dante actually ride one in *Devil May Cry 2*? Even better, could he ride one as part of the game à la Jack Wade in Sega's PS2 *Syphon Filter* clone, *Headhunter*?

"It is still under consideration," admits Tanaka, enticingly. "We agree that Dante would look very cool fighting on a motorcycle!" Strewth!

NEW GAMEPLAY, NEW DANGER

"You will see a renewed Dante

who is full of bad-ass attitude," ensures an excited Tanaka. "We expect gamers all over the world to challenge his cool new game with their even cooler techniques controlling his renewed Dante character."

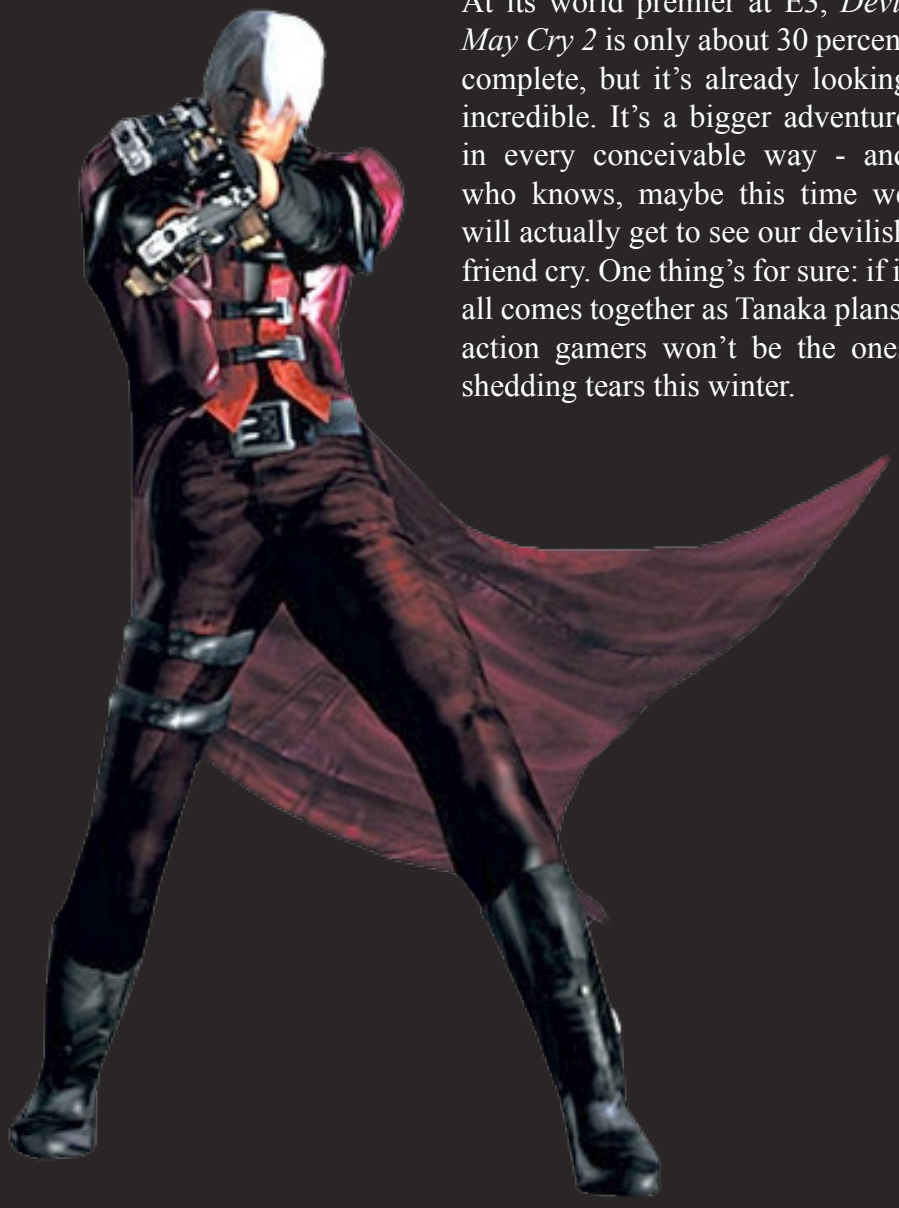
What techniques is Tanaka talking about? The Producer and his comrades are keeping the new abilities under wraps, though, revealing only that we can expect Dante to have more than just a couple - and they'll have us just as gobsmacked as the first time we saw him 'juggle' bad guys with the bullets from his twin Ebony and ivory guns. "Dante will have some new abilities and the game system will be modified around these."

Tanaka does reveal that Dante's demon form will be "more fierce and more flashy" this time out, and that the game system will be tailored to suit this, so expect much more than a mere cosmetic tweak.

"We won't make too many changes to the combat system," he continues. "However, we will tweak the camera placement to make the gameplay even more stress-free. You will be able to control Dante as you wish and will be able to execute his moves exactly as you want.!

Again, good news and proof of the new team's intent to eradicate the few things - the glitchy camera, the iffy game length - that marred the original game. But enough of the past, what about the oh-so-cool arsenal? "There will, of course, be new weapons, plus a couple will be there from the original," according to Tanaka. "These new weapons will add a new dimension to the gameplay," he adds mysteriously. Using more than two weapons simultaneously [beyond Dantes's trademark Ebony and Ivory pistols] is still under consideration, although, as Tanaka reveals: "Depending on which weapon you use, you will be able to attack more than two enemies at once this time around." The team also plans to let players switch weapons on the fly, without the pace-deadening use of a sub-menu as in the first game.

Will the orb system used to open doors and purchase items in the original *Devil May Cry* game return? "We haven't determined that yet," admits Tanaka. "Even if we do decide to incorporate the same feature, we will do so in such a way that it won't hurt the game's core elements of style and 'action'. We consider this to be an action game rather than a puzzle-solving game. *Devil May Cry* is all about enjoying action!"



The game's skyscrapers and buildings aren't just pretty backdrops either - Dante will actually be able to fight on top of them, although whether he'll get to explore any of them remains secret (we'd have to guess that you will!). Also, given Dante's 'super jump' abilities of the first game, we can only hope that *DMC2* has him actually leaping from rooftop, maybe introducing a more platformy slant to the gameplay. Can we expect more new gameplay styles, too? "We are considering all kinds of cool ideas to make this game even more stylish. All we can say for now is that you won't be disappointed. Stay tuned!"

THE BEST IS YET TO COME

At its world premier at E3, *Devil May Cry 2* is only about 30 percent complete, but it's already looking incredible. It's a bigger adventure in every conceivable way - and who knows, maybe this time we will actually get to see our devilish friend cry. One thing's for sure: if it all comes together as Tanaka plans, action gamers won't be the ones shedding tears this winter.

Just one example of the new uglies Dante has to take out in *DMC2*.

Dante dishes out justice with gun and sword but expect all-new weapons in the finished game.

Can we expect platform-style leaping from roof to roof in *DMC2*?

Expect some beautiful environments in *DMC2*.

RESIDENT (D)EVIL

This could have been a different game with Raccoon City's Leon and Claire rather than Dante...

It's hard to imagine Dante trailing his foppish velvet trench coat in a puddle of zombie brains, but that could easily have been the case if *DMC* creator Shinji Mikami had got his way.

Before *Devil May Cry*'s debut in 2000, the game started development back in 1999 as *Resident Evil 4*. Capcom's long-running survival horror series had debuted on PSone, and, under Mikami's watchful eye, had matured into a series ideal for the older PlayStation audience. Now consider the PS2's capabilities and a similarly film-friendly, mature gaming audience, and it's no surprise that Mikami's quest to reinvent *Resident Evil* for PS2 started to look something like *Devil May Cry* - a horrific, but far more accessible game that the puzzle-based atmospherics that so define *Resi*.

A year in development later and the game had moved so far away from the *Resi* template that Mikami and his team decided to transform their project lock, stock and two smoking .45s into *Devil May Cry* - new gameplay, new characters, new setting. No zombies. Just marionettes and giant scissors.

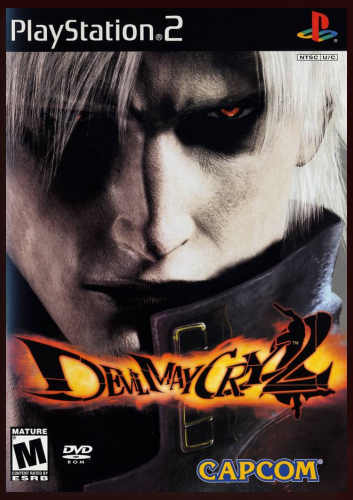
So what happened to the plot, characters and indeed game that was to have been *Resident Evil 4* on PlayStation 2? Well, the last *Resi* games to appear on PS2 were an enhanced port of *Code: Veronica* from the Dreamcast and the lackluster gun game *Resident Evil Survivor 2* and now that *Resident Evil* has surprisingly been signed to Nintendo's GameCube, it looks like we'll newer know - unless the forthcoming *Resident Evil Zero* for GameCube is that game. Sadly, an exclusive deal means PS2 owners will never get to play it.

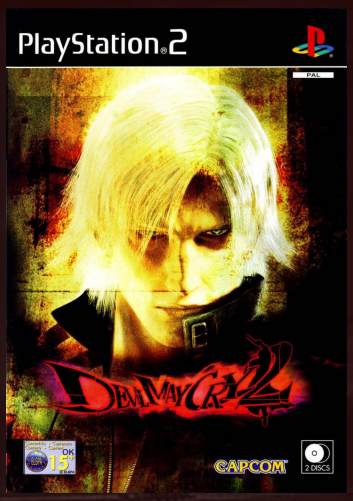
However, as regular readers of Spy will know, Mikami's original survival horror series is on its way back to PS2 - and it's coming online. Announced last March, *Resident Evil Online* is coming to PS2 soon, with a promo trailer showing all-new characters running around a recognisable Raccoon City. What will it be like? A minimum of visuals means a minimum of details but speaking to *OPS2* back in February 2001, Mikami mused, "[Online horror games] would have much more freedom. Let's say several people join a game. Some may be skilled, some not, but the pattern will always be different. That's the kind of world I want to provide. It'd be great to incorporate a headset so you can call for backup - and also hear other players' screams when they die! Players might also lie, calling for help when they're actually okay. They could trap others that come along, letting them take care of the problem!"

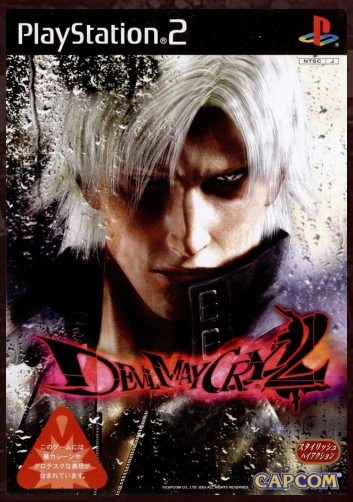
And until then? Until then we'll have to 'suffer' the escapades of Dante, his mysterious new partner and some of the most frenetic gameplay ever to grace a console.

Devil May Cry 2

6.8







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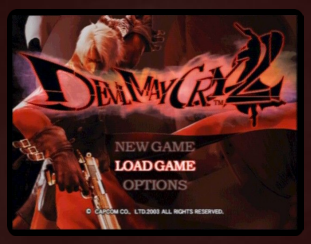


Developer	Capcom
Publisher	Capcom
Release date	(us) January 25, 2003
Genre	Action-adventure, hack and slash
Mode	1 Player

Devil May Cry 2 is a sequel to Devil May Cry. Set in modern times, in the fictional city of Vie de Marli, the story centers on Dante and Lucia in their fight to stop a businessman named Arius from raising the demon Argosax and achieving supreme power. The story is told primarily through a mixture of cut-scenes using the game's engine, with several pre-rendered full motion videos.

The player guides either Dante or Lucia through an urban environment, fighting groups of monsters in fast-paced combat. The game consists of missions with specific goals in the play area of the game itself. The player's performance in each mission is ranked from D (poor/"Don't Worry") to S (excellent/"Showtime") based on the time taken to complete the mission, the amount of Red Orbs collected, the overall "style" displayed during fights, item usage, and damage taken. In contrast to the rest of the gameplay, the style judging system used in the game has been cited as being the harshest in terms of how it judges the player's performance.

Combat itself is based on the "style" the player demonstrates during a fight. The rating the player gains for style is improved by hitting enemies continuously while avoiding damage. This ranges from "Don't Worry", progressing to "Come On!", "Bingo", "Are You Ready?" and peaking at "Showtime". If the character takes damage, the style rating falls back to "Don't Worry".

The game's controls convert short sequences of button presses into complex on-screen actions. New to the series is an evasion button, which allows Dante or Lucia to roll, dodge enemy attacks, or run along walls. Another new feature is a weapon-change button, which allows the player to cycle through ranged weapons without switching to the inventory screen.

The game also features puzzle-solving and exploration elements. Gameplay involves the player examining their surroundings to find items and orbs. Red Orbs are used to acquire new combat powers and abilities for the characters. These Red Orbs are "the blood of demons"; enemies drop them when they are defeated. Dante and Lucia can also purchase items, which allow them to restore their damaged health or even instantly revive should they be killed by an enemy's attack.

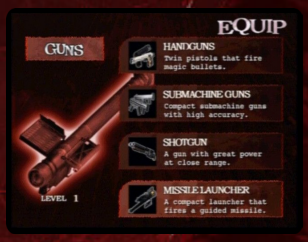
The Devil Trigger ability enables Dante and Lucia to transform into a demon form. This changes their appearance, increases their strength and defense, slowly restores health, and enables them to use special attacks and other passive and movement abilities, including increased speed and the power to fly. The Devil Trigger state lasts as long as there is power in the Devil Trigger Gauge, which increases by attacking or taunting enemies in the normal state and decreases by attacking in the Devil Trigger state or using Devil Trigger-only attacks. Unique to this game is the Desperation Devil Trigger — an enhanced form of the Devil Trigger — available to Dante when he is low on health.

Despite the success of the original Devil May Cry, the sequel was not created by Hideki Kamiya or Team Little Devils.

Though initially an unidentified director was placed in charge of the project, Capcom was dissatisfied with their work and assigned Hideaki Itsuno in the tail end of development (with only 4 months of development time left) to help steer the project back on course. Despite Itsuno's limited time on the project as director, he is the only person credited as director in the final version of the game. According to producer Tsuyoshi Tanaka, the thrust of the design was to make Devil May Cry 2 bigger than its predecessor; Tanaka estimated that the game's environments were approximately nine times as large as the first. The emphasis on puzzles was also downplayed, with the camera system revamped to allow for better action scenes. Changes from the first game were influenced by surveys distributed by the development team, allowing them to patch any areas identified as weak by those surveyed. The addition of Lucia as a playable character was a response to player complaints that Trish was not playable in the first Devil May Cry.

Due to the focus of Devil May Cry 2 on style, Capcom decided to partner with the Diesel clothing company, which has a history of working with game developers. Dante and Lucia were modeled with specially designed costumes featuring the Diesel brand name and were featured in promotional material in Diesel stores across Japan.

Within the game, Dante has one unlockable costume with the Diesel brand name, while Lucia has two separate outfits. The Diesel logo is also featured in several screens during the game, and a special edition Devil May Cry 2 bullet featuring the Diesel name was planned for inclusion.



The game received mixed reviews, with significantly lower scores than its predecessor. Chief among the complaints was that the difficulty was lower than in the first game. The combat system was also criticized as being less refined, with individual weapons being weaker or stronger variants of the same weapon instead of different weapons with their own advantages and disadvantages. Boss battles were criticized for requiring less strategy than the original. The environment was also considered less detailed than the environments of the first game, trading detail for open space. Furthermore, Dante received a change in his personality which did not sit well with reviewers; his cockiness was considerably toned down, and he rarely spoke during the game. The addition of a second disc was seen as a cheap way for the developers to increase replay value since Lucia's missions are simply recycled material from Dante's own missions, with only minor variations. GameSpot chose Devil May Cry 2 as the Most Disappointing Game of 2003. UGO Networks ranked Devil May Cry 2 19th on its list of "The Biggest Disappointments in Video Games", adding *"Devil May Cry was so good [...] There was no way Devil May Cry 2 could've lived up to the hype, but it didn't have to fail so spectacularly."*

However, the game also received some positive reviews. PSXextreme, for example, countered arguments by many critics, stating that the environments only looked worse due to their range, and that the only reason Devil May Cry 2 failed to surpass its origins was due to the lack of challenge. Play called Lucia's side of the story *"a cruel sonnet of self-realization wrapped in a story steeped in religious overtones"*, stating that the story alone was reason to purchase the game.

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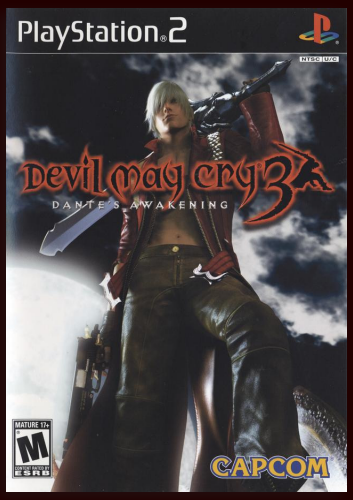

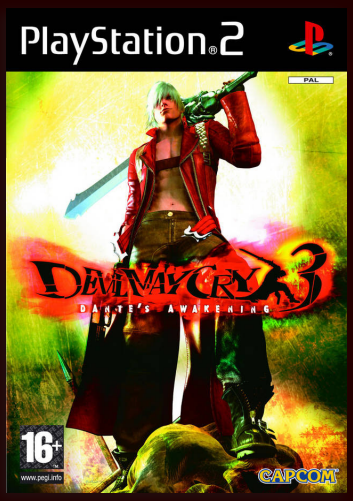

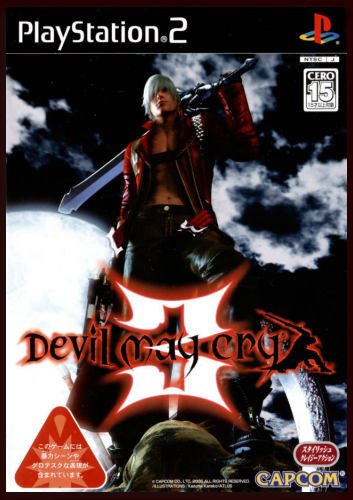

J N P

Devil May Cry 3: Dante's Awakening

Developer	Capcom
Publisher	Capcom
Release date	(jp) February 17, 2005
Genre	Action-adventure, hack and slash
Mode	1 Player

Devil May Cry 3: Dante's Awakening, released in Japan as Devil May Cry 3, is a prequel to the original Devil May Cry, with a younger Dante. It retains elements from the two previous games, expanding its combat system with a number of fighting styles. The story is told primarily in cutscenes using the game's engine, with several pre-rendered full motion videos.

Set several years before the events of the first Devil May Cry in an enchanted tower, Temen-ni-gru, the story centers on the dysfunctional relationship between Dante and his brother Vergil.

The gameplay consists of levels ("missions") in which players battle enemies, carry out platforming tasks and solve puzzles to progress through the story. The player's performance in each mission is graded from D through C, B and A, with top marks of S and SS. Grades are based on time taken to complete a mission, the number of red orbs (game currency, obtained from defeated enemies) gathered, "stylish" combat, item usage and damage received. Stylish combat is the performance of a series of attacks while avoiding damage, and is tracked by an on-screen gauge. The longer a player attacks without repetition and evades damage, the higher the score. The gauge registers "Dope" after a few attacks, progressing through "Crazy", "Blast", "Alright", "Sweet", "SShowtime" to peak at "SSStylish". If Dante receives damage, the style rating falls; if the gauge is "Crazy" or below, it will reset. Devil May Cry 3's battle system allows a player to link attacks, with each weapon having a set number of attacks. Although the game focuses on battle aggression, a player must also employ strategy; the enemies use a variety of artificial-intelligence tactics, and respond to a variety of events.

The Devil Trigger enables the player's character to assume a demonic form. This alters the character's appearance, increases attack and defense, restores health and enables special attacks. The Devil Trigger state lasts as long as there is energy in the Devil Trigger gauge; the gauge rises by attacking (or taunting) enemies in normal mode, and falls when using the Devil Trigger transformation or other abilities using Devil Trigger power (such as the Quicksilver and Doppelganger styles, described below). The Devil Trigger mode is not available to Dante until one-third of the way through the game, while Vergil (playable in the special edition) has the ability at the outset.

The major difference from previous Devil May Cry games is Devil May Cry 3's combat system, which allows a player to choose one of Dante's four combat styles; each style has a different focus and techniques. Style selection is available at the beginning of each level and during gameplay at checkpoints. The styles are Trickster, for dodging and agility; Swordmaster, with abilities for swords and other weapons; Gunslinger, with firearms techniques and Royal Guard, which allows a player to repel attacks with a button press (storing energy for retaliation). Later in the game, a player accesses two addi-

tional styles: Quicksilver (slowing enemies, while the character attacks at normal speed) and Doppelgänger (creating a shadow double who fights alongside Dante). A second player may control the shadow double by pressing "Start" on a second controller. A two-player mode, similar to the Doppelgänger style, is accessible while Dante and Vergil battle Arkham. In the special edition Vergil has another style, Dark Slayer, which is similar to Trickster.

After the mixed reception of Devil May Cry 2, Capcom developed Devil May Cry 3 in a similar manner to the series' more critically acclaimed first game, Devil May Cry; its gameplay elements, such as environment size and battle engine, were reexamined. Other aspects of Devil May Cry 2, such as the toning-down of Dante's cockiness and the game's lack of difficulty, were brought back in line with Devil May Cry.

According to a pre-release interview with the game's producer, Tsuyoshi Tanaka, the focus of the game's design was a battle system which allowed a player to control weapons in new, "stylish" ways. This coincided with the design of a new type of in-game camera which kept the character in focus, avoiding disorientation in crowded battle scenes. Devil May Cry 2's difficulty was reduced for greater acceptance in the Japanese market, but this move cost the game support elsewhere. To remedy this, the Japanese release of Devil May Cry 3 had a lower degree of difficulty than the North American and European releases and Dante was a younger, more arrogant character than he was in the previous games. Reuben Langdon provided the character's voice and motion capture. Although he was directed in Dante's portrayal, Langdon (confused by staff suggestions) played his own version of the character.

Capcom promoted Devil May Cry 3's release with a multimillion-dollar television campaign and extensive advertising in video-game magazines; both emphasized the game's plot and number of fighting styles. The Devil Trigger versions of Dante and Vergil were designed by Atlus' Kazuma Kaneko, who previously collaborated on Zone of the Enders: The 2nd Runner, Shin Megami Tensei: Nocturne and Persona.

Devil May Cry 3 was praised by critics. It was included on Game Informer's list of the top 50 games of 2005. In 2010 IGN ranked it 18th on its list of the top 100 PlayStation 2 games, and a GamePro retrospective that year rated it the 28th-best game for the PS2.

Reviews typically praised the game for avoiding its predecessor's mistakes and for its storyline, customization options, gameplay and combat engine. The style-based combat engine was considered to produce fighting sequences superior to games such as Ninja Gaiden and Prince of Persia: The Two Thrones, and the camera and controls were praised. Devil May Cry 3 was included in the 2010 book, 1001 Video Games You Must Play Before You Die.

The North American difficulty was criticized in otherwise-positive reviews. Critics disagreed with Capcom's decision to make the Japanese version's "hard" mode the North American "normal" mode, and Devil May Cry 3 has been cited as one of the all-time most-difficult video games by a number of websites. The European version of Devil May Cry 3 had the same normal mode as the Japanese version, but the maintained the yellow orb continue system of the North American version.

After Devil May Cry 3's release Capcom introduced merchandise based on the game, including a manga And a Dante action figure.

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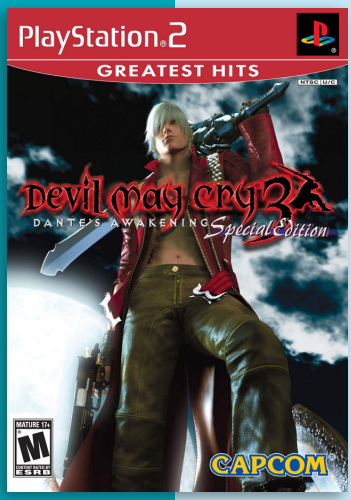
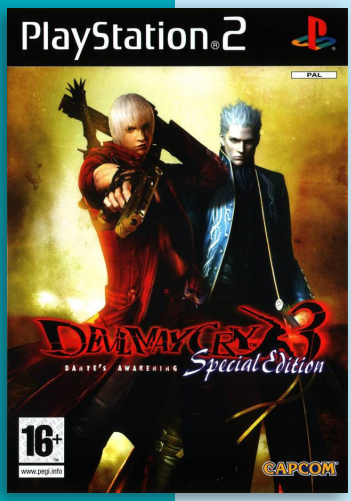
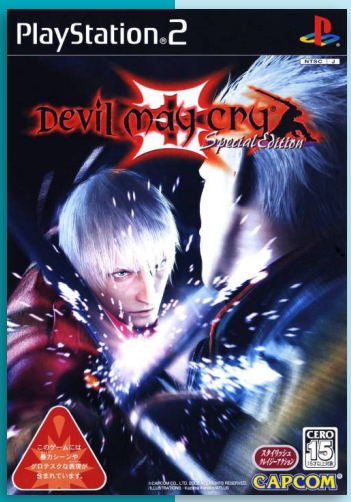
Devil May Cry 3: Special Edition







J N P

Developer	Capcom
Publisher	Capcom
Release date	(us) January 24, 2006
Genre	Action-adventure, hack and slash
Mode	1 Player

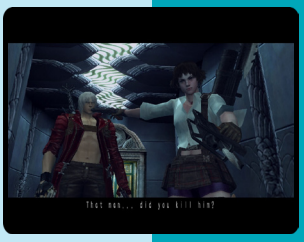
At the 2005 Tokyo Game Show, Capcom announced a special edition of Devil May Cry 3 with gameplay changes and additional content; most notably, Dante's twin brother Vergil was now playable. Other changes included an additional survival mode, "Bloody Palace", with 9,999 levels; a Jester fight early in the game, with optional fights later; a "Turbo Mode", increasing game speed by 20 percent; a "continue" feature, allowing a player to revive a character or restart a lost fight, and rebalanced difficulty. Vergil's gameplay differed from Dante's; although Dante was weaker than Vergil in terms of skills and combos, he was easier to control. Because of the game's space limitations, not all of Vergil's moves were included in the special edition.

Vergil has one style, "Dark Slayer" (similar to Dante's "Trickster" style), with evasive maneuvers which can be leveled-up twice like Dante's four styles. He has three weapons: a katana known as Yamato, Beowulf gauntlets and greaves and the Force Edge broadsword. Vergil has two ranges of attack: "Summoned Swords" (creating magical swords for a variety of effects) and "Judgment Cut" (creating spheres of force).

The new boss is Jester, a character encountered several times in first-edition cutscenes but not fought. In Devil May Cry 3: Special Edition, he is a boss who may be fought three times.

The special edition was released in 2006 as part of the PlayStation 2 greatest-hits collection, and it was later confirmed that the PlayStation 2 version of the game would be released in Europe.

The special-edition PS2 release ranked ninth on GameSpy's 2006 "Game of the Year" list; it was commended for recalibrating its difficulty, a survival mode known as "Bloody Palace" and making Vergil a playable character. Play as Vergil was cited for the character's difference from Dante, although the reuse of Dante's bosses and the lack of cutscenes was criticized. As of 2018, Devil May Cry 3 / SE went on to sell over 2.3 million units.



Diabolik: The Original Sin

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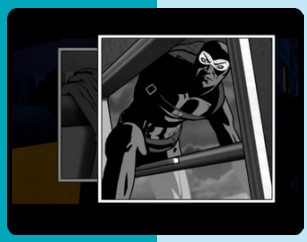
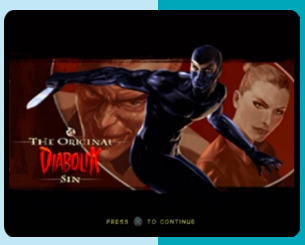


Developer	Artematica
Publisher	Black Bean Games
Release date	(eu) June 26, 2009
Genre	Action-adventure
Mode	1 Player

Diabolik: The Original Sin is an adventure game based on the character Diabolik; an Italian comic book character known as the "king of terror" and "the perfect thief". The player controls the "Robin Hood"-character Diabolik, as well as his girlfriend "Eva Kant", and briefly some other characters in a few chapters. The Original Sin refers to a valuable painting which Diabolik is forced to steal as his girlfriend is held captive as a hostage.

In additional to a standard point and click interface, The game features a stealth system, and some action elements which require the player to act quickly in order to succeed. The game uses 3D characters on animated backgrounds, and has comic book-like animations.

"mobygames.com"



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Die Hard: Vendetta

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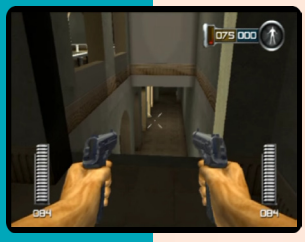


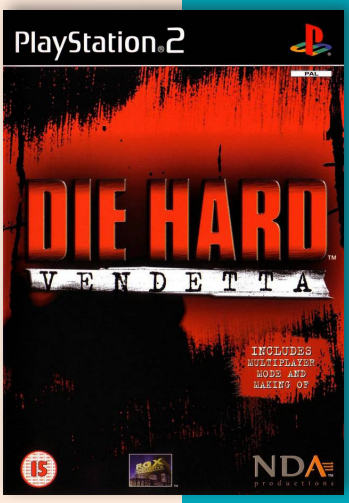
N

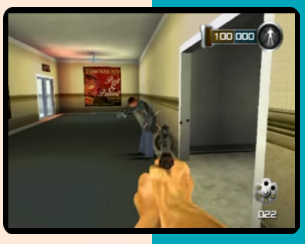
Developer	Bits Studios
Publisher	Vivendi Universal Games
Release date	(us) June 27, 2003
Genre	First-person shooter
Mode	1-2 (4) Players

Taking place after the first three Die Hard films, players take on terrorists as John McClane. Reginald VelJohnson reprises his role as Sgt. Al Powell. McClane's daughter, Lucy, is an L.A.P.D. member in the game.

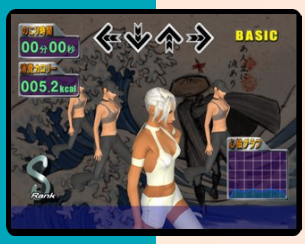
Vendetta separates itself from other first person shooter games with its puzzle like elements. This includes hostage situations which have multiple outcomes, environmental puzzles and NPC interactions. John McClane can communicate to various NPCs in order to gain advice on how to overcome numerous situations in the game.

McClane can also take enemies hostage which cause other enemy AI to react differently depending on the rank of the hostage. Headshots in the game are rewarded by showing a panoramic camera sequence that uses a 'bullet time' effect (similar to an effect in Max Payne where the last dispatched enemy would have an almost-alike panoramic camera).





Diet Channel



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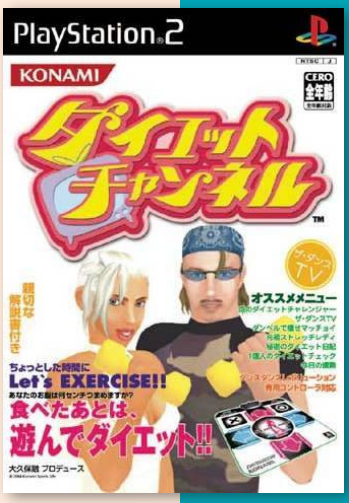
Developer	Konami
Publisher	Konami
Release date	(jp) March 4, 2004
Genre	Action
Mode	1 Player

Diet Channel is an excercise and diet game based on Konami's Dancing Revolution series and the Japanese TV program Dance TV. The game is played with the dancing mat.

Players select from a variety of exercise courses and work out with the help of the game's different modes, such as "Honoo no Diet Challenge" and "Dumbell de Yasetemachoi".

"psxdatacenter.com"



Digi Charat Fantasy Excellent

Developer	M2
Publisher	Broccoli
Release date	(jp) November 20, 2003
Genre	Visual novel
Mode	1 Player

The game is a port of a Dreamcast release. It's a visual novel style game, in which the player takes on the role of a boy with a crush on Dejiko who, along with Dejiko, Puchiko, and Rabi-en-Rose, gets sucked through a dimensional vortex into a fantasy world. The player finds himself alone with Dejiko in a forest, and she's lost her memory. Players are given a different view of Dejiko, as the amnesia makes her innocent and shy.

J

8.0

Digital Holmes

J

Developer	Arc System Works
Publisher	Arc System Works
Release date	(jp) December 20, 2001
Genre	Adventure
Mode	1 Player

Digital Holmes is classified as a "Tactical Talk Strategy" game. Set in modern day London, players take control of Hugh Ibuka Holmes, descendant of Sherlock Holmes.

The player has 48 hours to solve a particular case. The game is set up as an adventure, so players can move freely around the town as they would in an RPG.

"psxdatacenter.com"

Dino Stalker

5.0

Developer	TOSE
Publisher	Capcom
Release date	(jp) June 27, 2002
Genre	Light-gun
Mode	1 Player

Dino Stalker, known as Gun Survivor 3: Dino Crisis in Japan, is a light gun shooter. It is an offshoot of the Resident Evil light gun shooter games, but based on the story of the Dino Crisis series. Though it can be played by other means, a light gun is recommended, as the game is one in a number of Capcom games that try to bridge the gap between light gun games and traditional games that allow the player greater range of control over their movements in the game.

Dino Stalker is the third entry in the Capcom's Gun Survivor series after Resident Evil Survivor 2 Code: Veronica. Although the Gun Survivor games are an offshoot of the Resident Evil series, Dino Stalker is the only game in the series without any ties to Resident Evil (with the exception of two easter eggs in Stage 5, one involving the "woman drawing water" statue from the mansion in the first game, and an Umbrella building). It was followed by Resident Evil: Dead Aim.

Dino Stalker is a first-person shooter in which the player must use various weapons to defend against dinosaurs while progresing through the game. Dino Stalker supports the optional use of the GunCon light gun accessory. The player can use a variety of weapons throughout the game, including bazookas, machine guns, and shotguns, but can only carry one weapon at a time. The game takes place across various landscapes, including desert and jungle. A two-player mode is unlocked upon completion of the game.

The game's storyline focuses on Mike Wired, a World War II pilot. After being shot down during combat at Pearl Harbor, Mike is transported to the Mesozoic Era as the result of an experiment gone awry.

Dino Stalker received "mixed" reviews, according to Metacritic. On release, Famitsu gave the game a score of 30 out of 40 in Japan.

Louis Bedigian of GameZone praised the music and graphics, and wrote that the control scheme *"isn't bad, but it does take some getting used to. It's worth getting used to though, because this is the best dino-hunting game I've played since Dino Crisis 2."*

J N P

Digimon Rumble Arena 2

6.3

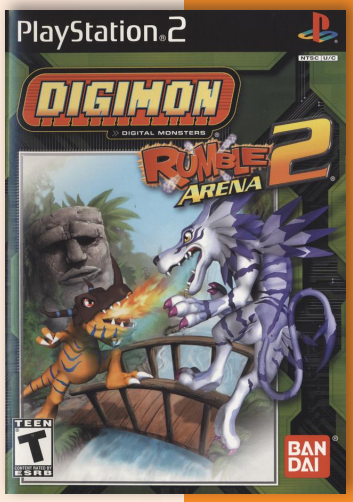
J N P

Developer	Black Ship Games
Publisher	Bandai, (eu) Atari
Release date	(jp) July 29, 2004
Genre	Fighting
Mode	1-2 (4) Players

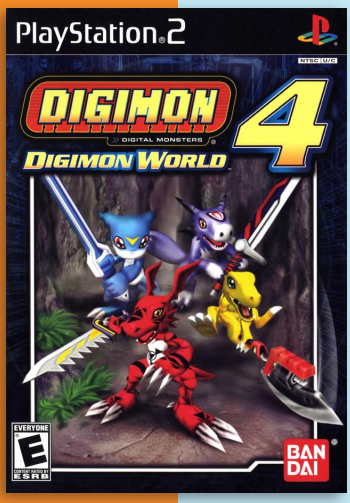
Digimon Rumble Arena 2, known as Digimon Battle Chronicle in Japan, is a Digimon fighting game. It is the sequel to Digimon Rumble Arena and has a similar style of gameplay as Super Smash Bros. Melee, except with a health meter.

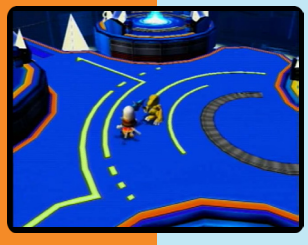
The game is based on the Digivolving techniques of Digimon battling it out in a battle royale and to see who is the strongest Digimon.

The game features characters from the first four seasons of the anime: Digimon Adventure, Digimon Adventure 02, Digimon Tamers, and Digimon Frontier. Each one has their own special moves and "digivolutions", as well as slightly varying normal attacks and taunts. Playable characters include; Agumon, Gabumon, Biyomon, Tentomon, Palmon, Gomamon, Patamon, Gatomon, Veemon, Guilmon and Flamemon.



Digimon World 4





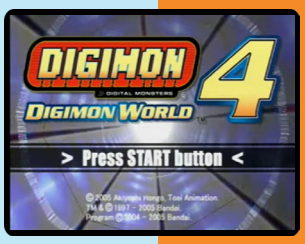
Developer	Bandai
Publisher	Bandai, (eu) Atari
Release date	(jp) January 6, 2005
Genre	Action role-playing game
Mode	1-2 (4) Players

Digimon World 4, known as Digimon World X in Japan, is part of the Digimon franchise. Unlike previous games in the Digimon World series, it features action-based hack and slash gameplay and supports up to four players. The game is loosely based on the 2005 Digital Monster X-Evolution film, even using footage from the movie itself.

The game is an action role-playing game with elements of digital pet games. The game offers a choice of one of four starter Digimon: Dorumon, Veemon, Guilmon, and Agumon. Depending on what the player does in the game, the digimon it selects and the level, it may gain a digivolution. In this game the player does not use the digimon powers but instead attacks the enemy by using weapons like swords, guns and axes.

It received average to poor reviews from critics.

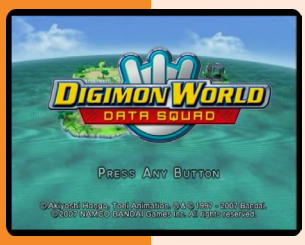
4.8



J N P

Digimon World Data Squad

4.3



Developer	Bec
Publisher	Namco Bandai Games
Release date	(us) September 18, 2007
Genre	Action role-playing game
Mode	1 Player

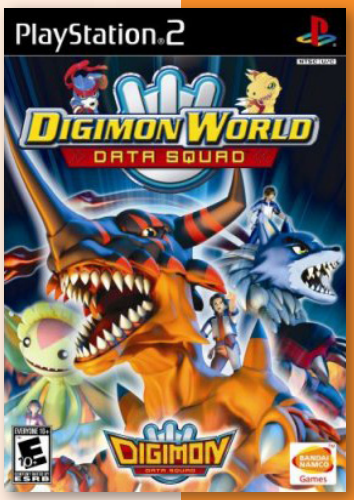
Digimon World Data Squad is based on the Digimon Data Squad anime series. It is not part of the Digimon World series of games as its localized title implies.

The game is set in the anime's universe, and revolves around the Seven Great Demon Lords. In this game the player is able to control the four main Savers characters, Marcus Damon, Thomas H. Norstein, Yoshino "Yoshi" Fujieda, along with their respective Digimon partners. The graphics are cel-shaded and the battle system is similar to the Battle Terminal (a Japanese-only arcade game). The game is classified as a "special genre", called a "Dramatic/Innovative RPG", which means that the Digimon partners are affected by how the player treat them. The way the Digimon evolves is similar to Digimon World; the Digimon will be affected by how players take care of it and, depending on that, will digivolve into different types of Digimon. In the game, a new type of digivolution method is used, called the Galactica Evolution System: this will determine what Digimon the players partner will evolve into. There is also new characters exclusive to Digimon World Data Squad.

Exclusive characters include Yuma Kagura, who has a Renamon as her partner; Kosaburo Katsura, a cocky private investigator who has an extremely clumsy, female Biyomon as his partner; Tsukasa Kagura, who is Yuma's older brother, and the new DATS technician, who graduated from the same academy as Thomas; Masaki Nitta, who is said to be a part of DATS' past, but is currently missing; and Manami Nitta, Masaki's daughter.

As part of a measure to create the atmosphere of a digital world in which the characters are trapped, developer Bandai Namco Games added polygonal and pixelated elements to the environments. The game was announced by Namco Bandai Games on May 16, 2007, exhibited at E3 2007, and had gone gold by August 13.

The game received negative scores from major review portals, achieving 43 score on Metacritic.



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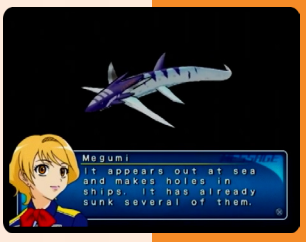


5.7

Dirge of Cerberus: Final Fantasy VII

Developer	Square Enix
Publisher	Square Enix
Release date	(jp) January 26, 2006
Genre	Action role-playing, third-person shooter
Mode	1 Player

Dirge of Cerberus: Final Fantasy VII is part of the Compilation of Final Fantasy VII metaseries, a multimedia collection set within the universe of the popular 1997 video game Final Fantasy VII. The game is set three years after the events of the original game, and focuses on one of the game's playable characters, Vincent Valentine. In the story, Vincent is targeted by Deepground, a mysterious organization that plans to awaken a creature known as Omega, with the ability to destroy the Planet.

The game is an action role-playing third-person shooter. Battles occur in real-time, with the HUD displaying information such as Vincent's hit points and magic points, the currently selected item and quantity thereof, and a cross-hair to aid in targeting enemies. The action is viewed from an over-the-shoulder perspective similar to Resident Evil 4, although players can switch to a first-person perspective if they wish. Defeating enemies yields EXP, and at the end of each stage, the player can either use that EXP to level up, increasing Vincent's stats, or convert it to Gil (the in-game currency), which can then be used to purchase items and equipment upgrades.

Unlike Final Fantasy VII, where a character could equip three types of equipment (weapon, armor and accessory), Vincent's equipment consists solely of his weapon, which can contribute to his armor rating and enhance his stats through customization. Vincent has three basic gun frames available to him; a three barrel handgun called Cerberus, a rifle called Hydra, and a machine gun called Griffon. There are also several different barrels available throughout the game; short, regular and long, with longer barrels allowing easier long-range targeting, but reducing Vincent's movement speed due to their weight. Accessories, which can be attached to the weapons, include a sniper scope, charms which can increase Vincent's defense and decrease the weight of the gun (among other things), and materia, which enables magic shots with special properties that use up Vincent's magic points. Ammunition capacity can also be increased through upgrades.

Vincent's Limit Breaks return from the original Final Fantasy VII. Two forms are available in Dirge of Cerberus; the Galian Beast in which he transforms into a large creature with enhanced speed and strength that last for 30 seconds. The second is Chaos, in which is Vincent's most powerful form, it is only available in the final stages of the game and is not optional.

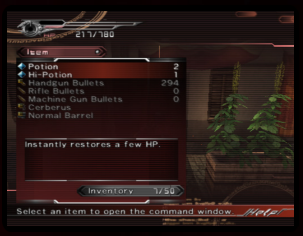
Dirge of Cerberus centers on Vincent Valentine, who is the main playable character, although Cait Sith is also playable for a single level. The game's main antagonists are the members of an organization named Deepground, who are planning to use a creature known as Omega to destroy all life on the Planet. Their highest-ranking members are known as the Tsviets, and their leader is Weiss the Immaculate. The second highest-ranking member is Weiss' brother, Nero the

Sable, who leads Deepground in the field. Other members of the Tsviets include Rosso the Crimson, Shelke the Transparent and Azul the Cerulean.

The online mode of the game, which is only available in the Japanese version, also introduces a group called the Restrictors, the former leaders of Deepground before Weiss took over. The Restrictors' leader had implanted microchips into the brainstems of all Deepground soldiers so as to ensure they never turn against the group. However, Weiss was able to overcome this control method, and the Tsviets wrenched control from the Restrictors. Although Weiss was successful in overthrowing the Restrictors, however, the leader of the Restrictors was able to implant a virus into Weiss' bloodstream.

When Final Fantasy VII: Advent Children began development, the Square Enix staff agreed that one title from Compilation of Final Fantasy VII was not enough to cover the entire world, and so Before Crisis: Final Fantasy VII, Dirge of Cerberus and Crisis Core: Final Fantasy VII were conceived so as to embrace more aspects. With no official word from Square on the genre of the game, many publications and gamers speculated that it would be an action game similar to the Devil May Cry series. In 2004, however, character designer Tetsuya Nomura denied this, and stated that the genre would surprise gamers. Producer Yoshinori Kitase decided the title to be a shooting game based on his love for first-person shooters and the challenge provided for the developers that would eventually improve their skills. He said that role-playing elements were added as the design work on pure action games was less appealing to developers.

Vincent was chosen as the game's protagonist due to the scope for expanding his backstory, which was left very vague in Final Fantasy VII. The fact that his main weapon was a gun also worked into the team's desire to create a more action-oriented game. Prior to the solidification of the Compilation of Final Fantasy VII, the development team originally considered using other gunfighter characters from the Final Fantasy series, such as Final Fantasy VII's Barret Wallace, Final Fantasy VIII's Irvine Kinneas or Final Fantasy X-2's Yuna. However, after the release of Before Crisis and Advent Children, and with the expansion of the Final Fantasy VII mythos, they settled on Vincent.



The main character designer for the game, Tetsuya Nomura, had also worked on both Final Fantasy VII and Final Fantasy VII: Advent Children. The Tsviets were designed with the idea of creating a sense of balance for the warriors with which players would already be familiar; primarily Vincent, Cloud Strife and Sephiroth. Nomura initially had doubts when designing Shelke's ordinary clothes for the end of the game, but he felt it was important for her to appear out of uniform so as to indicate she was truly free from Deepground. The character of G was based on the Japanese singer and actor Gackt, who wrote and performed the two theme songs of the game, and voiced G in the Japanese-language version of the game. Hideki Imaizumi, the producer of Crisis Core, liked the mysterious role of G so much, he decided to expand his character in that game. The character of Lucrecia Crescent, who features briefly in an optional quest in the original game, was redesigned so as to give her a similar appearance to her son, Sephiroth, based on portraits from guidebooks and in fan-art. Reeve Tuesti was also redesigned, as he only appears briefly in the original game as himself rather than through Cait Sith.

Dirge of Cerberus was first announced in September 2004, and

was scheduled for release in Japan in 2005. The game's official site went online in April 2005. In May, Nomura stated that several snippets from the game would be revealed during that year's E3. However, no demo was shown at E3, as the staff were still trying to fix some issues with the controls in the game. In September, the beta test program was postponed indefinitely. Listed as 60% complete, the company stated if the beta test started with the game's current state, they would not be able to fully utilize the beta testers.

The North American and European releases of Dirge of Cerberus received a major overhaul as the developers were not completely satisfied with the final Japanese version of the game. They also wanted to make the game more single-player oriented, and as such, they removed Online Multiplayer support, primarily due to the lack of popularity of PlayOnline outside Japan, and lack of PS2 HDD support in the U.S. Missions from the Multiplayer Mode were reworked into unlockable secret missions in the English-language versions of the game, although none of the additional storyline presented in the Japanese Multiplayer Mode featured in the English versions. The Easy Mode, which was originally featured in the Japanese version to assist gamers not overly familiar with shooter games, was also removed. On September 11, 2008, the English-language version was released in Japan as Dirge of Cerberus: Final Fantasy VII International, as part of Square's Ultimate Hits lineup.

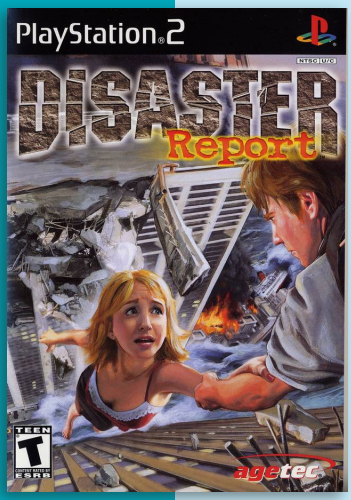
The game shipped 392,000 units in its first week. On August 2008, Square Enix announced that 460,000 units were sold in North America and 270,000 units in Europe. As of November 2008, over 513,000 copies of the game have been sold in Japan alone. In July 2006, Dirge of Cerberus was in Sony's Gold category of top selling video games (the Gold category includes games which have sold anything from 500,000 units to 1 million).

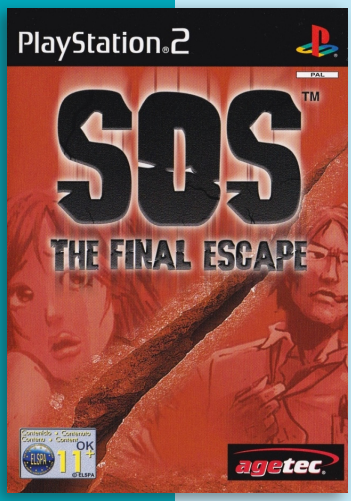
Upon its release in Japan, the game received mixed reviews. Gaming magazine Dengeki PS2 rewarded the game with a 313/400, while Famitsu scored it a lower 28/40.

The game received similarly mixed reviews from English critics. GameSpot stated that Dirge of Cerberus *"does have a few interesting and even entertaining moments, but will ultimately leave action game fans and Final Fantasy fans feeling unfulfilled."* Despite stating Dirge of Cerberus is not *"the best use of the Final Fantasy VII universe,"* IGN called it *"a decent game with a strong story and occasionally-engaging rifle blasting."* 1UP.com gave the game a D+, criticizing the enemies' intelligence and weak scenarios, and labeling the story *"boring."* Reviewers from Electronic Gaming Monthly gave it a C, with Shane Bettenhausen stating that he found all of the titles in the Compilation of Final Fantasy VII to be unappealing. Eurogamer found that Dirge of Cerberus was a *"risky gamble"* by Square Enix, as their first shooter, and he criticized the fact that most of the main characters in the game were either optional in Final Fantasy VII or had only small roles. GameSpy awarded the game a "fair" score of three stars out of five, calling its gameplay and plot interesting, but finding other aspects generic. GameTrailers praised the game's storyline, calling it *"convoluted, but incredibly impressive in its scope."* They also praised the changes Square had made to the Western versions, but found the game to be very similar to Devil May Cry, and felt that it didn't make good enough use of Vincent's abilities. While the CGI cutscenes and designs also received positive comments, the lack of variety in enemy types was criticized.

Disaster Report

6.6





Developer	Irem
Publisher	Agetec, (jp) Irem, Granzella Inc.
Release date	(jp) April 25, 2002
Genre	Action-adventure
Mode	1 Player

Disaster Report, known in Japan as Zettai Zetsumei Toshi ("The Desperate City") and in the PAL region as SOS: The Final Escape, is a survival action-adventure game. It is the first game in the Disaster Report series.

The game deals with the characters' survival and escape from the slow collapse of an artificial island. While dodging falling buildings and debris from periodic earthquakes, the player must find a way off the island. In addition, the main character, a reporter, must investigate the reasons for the disaster.

HP is the character's health and QP is the amount of energy the character has left. QP can be restored by drinking water. If the character becomes thirsty from running or other strenuous tasks, the player must provide the character with drinking water. If the player does not do this, the character begins to slowly lose health. Water can be drunk from clean taps or from bottled water filled up along the way. It is possible to give the character's companion water.

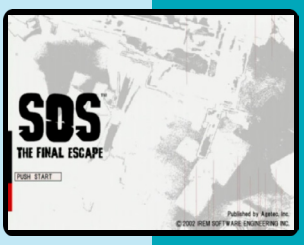
Ultimately, the aim of the game is to move through the city avoiding hazards and finding new routes through seemingly impassable hazards. When an aftershock strikes, the player must make the protagonist, Keith, crouch, to keep him stable and safe from harm. Customisation of equipment can help Keith, or in the case of certain accessories, change his appearance. Items are stored in the players backpack, which has a limited number of slots, but larger backpacks can be collected. Friendly characters are unarmed.

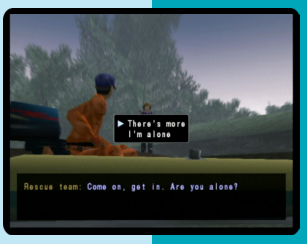
Keith is accompanied by various companions. At one point, Keith has choice of companion, Karen or Kelly, both with different areas to explore and storylines to uncover.

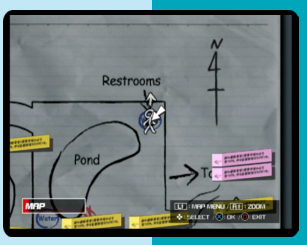
The Japanese version is one of the few games to support the Rez Vibrator.

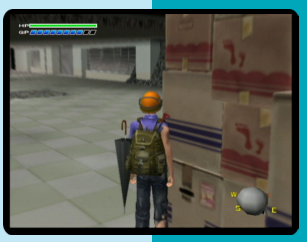
The game received "average" reviews according Metacritic. In Japan, Famitsu gave it a score of 32 out of 40.

Disaster Report and the sequel "Raw Danger" were re-released on PlayStation 3.



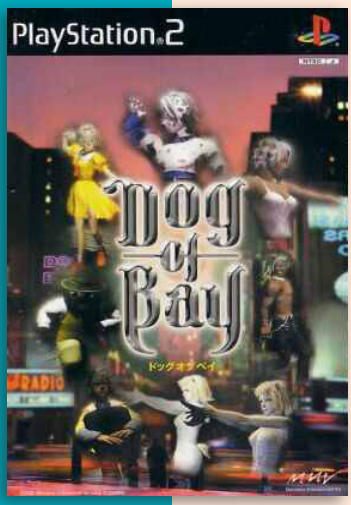






Dog of Bay

4.6



Developer	Marvelous
Publisher	Marvelous
Release date	(jp) December 14, 2000
Genre	Rhythm, Music
Mode	1-2 Players

Dog of Bay is a Japan-exclusive timed rhythm music game where players pushes the corresponding buttons on the screen.

Songs include tracks by different Japanese performers like; Minako Honda, Shimada Uchi, Takaki Nakao, Masayoshi Suzuka and Utoro Shimada.

J

Don 2: The Game

8.6

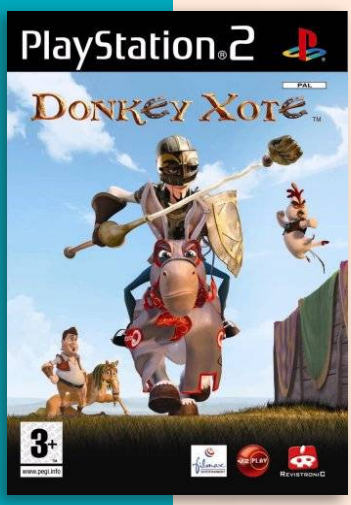
P

Developer	Gameshastra Inc.
Publisher	Gameshastra Inc.
Release date	(eu) February, 2013
Genre	Action, Shooter
Mode	1 Player

Don 2 is a third-person shooter. It is the second game starring Bollywood Badshah Shah Rukh Khan. In the game, Don, the suave leader of an international gang of smugglers, is a flagrant outlaw wanted by the cops in 11 countries. The game feature gun fights, stealth missions, car chases and escapes from top of buildings, with comic-book-style panels to guide players through the storyline.

Donkey Xote

8.3



Developer	Virgin Play
Publisher	Virgin Play
Release date	(eu) November 14, 2008
Genre	Action-adventure
Mode	1 Player

Donkey Xote is a tie-in game for the animated movie of the same name. It tells the adventures of Don Quixote as seen from his donkey.

The game is a 3D platformer, and resembles similar 3D platform games such as Spyro The Dragon. The player can jump to reach platforms and often has to collect items such as coins. During the game the player can switch between playing Rucio the donkey, Don Quixote and Sanco Pancha.

P

Dinosaur Adventure

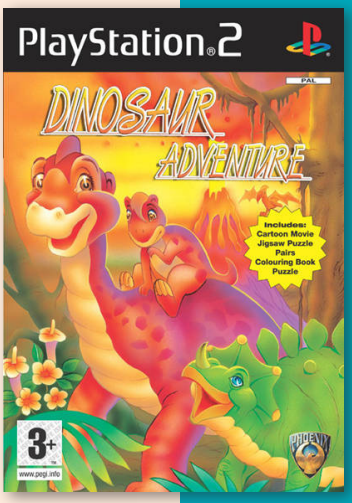
2.0

Developer	Phoenix Games
Publisher	Phoenix Games
Release date	(eu) 2006
Genre	Mini-games
Mode	1 Player

Dinosaur Adventure is a Phoenix game featuring a Dingo cartoon and the usual mini-games.

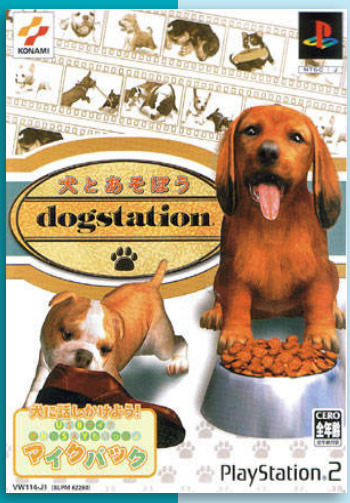
The protagonist of the cartoon is the young dinosaur, Tio. He get's lost after a volcanic eruption. After finding his way home, he find everything in ashes with no trace of his family. This is the beginning of a long and absurd story.

P



DogStation

3.0

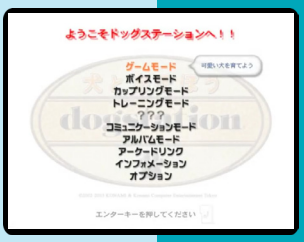


Developer	Konami
Publisher	Konami
Release date	(jp) February 6, 2003
Genre	Simulation
Mode	1-2 Players

DogStation is simillar to the later Nintendo DS series, Nintendogs. The game is compatible with a microphone giving players the ability to train their puppy by giving them commands. When players are making progress they can buy collars and leads to make the dog perform better.

The game was also released as an arcade game a year before this release.

J



Doomsday Racers

4.1

Developer	Phoenix Games
Publisher	Phoenix Games
Release date	(eu) July 15, 2005
Genre	Racing
Mode	1 Player

Doomsday Racers is a one player racing game, published by Phoenix Games and released in Europe in 2005. The game is set in post-apocalyptic environments. It feature 12 futuristic vehicles to choose from and 9 post-apocalyptic tracks.

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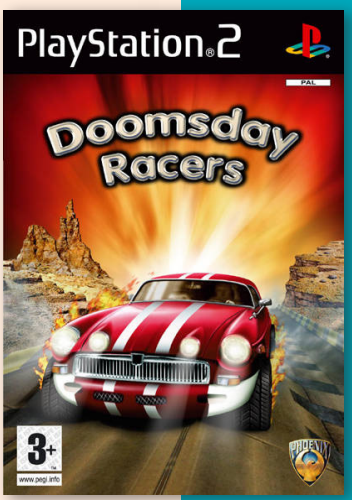

The Da Vinci Code

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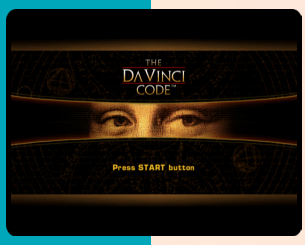
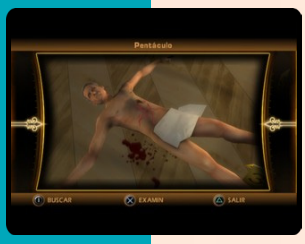
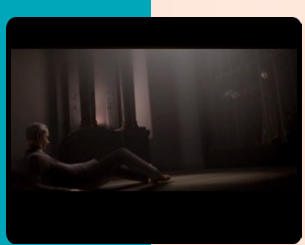
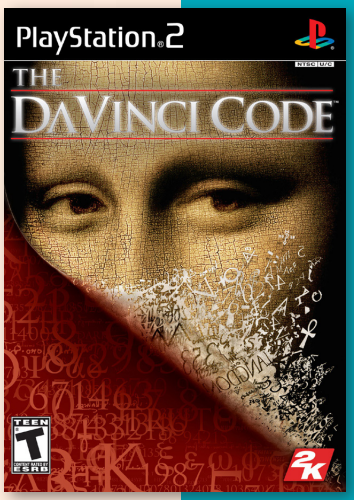
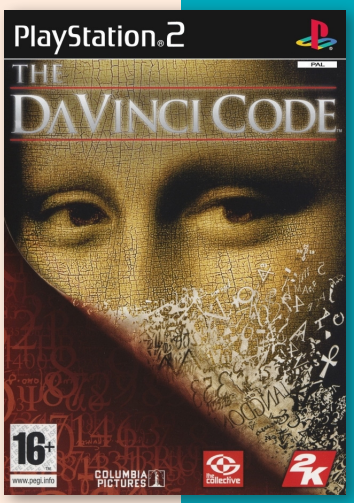






Developer	The Collective
Publisher	2K Games
Release date	(us) May 15, 2006
Genre	Action-adventure
Mode	1 Player





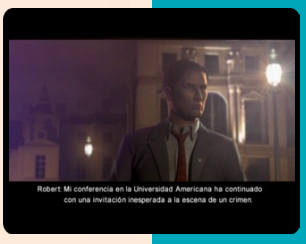
The Da Vinci Code was released on the same day the film of the same name opened in theatres and it is based on the 2003 novel by Dan Brown, not the film. As such, the characters in the game do not resemble nor sound like their filmic counterparts.

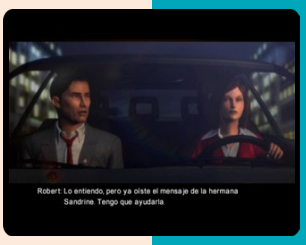
The game is an action-adventure/puzzle game played from a third-person perspective. The aim of the game, as with both the book and the film, is to locate the Holy Grail. To achieve this goal, the player must gather clues, solve puzzles, and successfully evade or defeat enemies.

Players control both Robert Langdon and Sophie Neveu. Who the player controls during any given level is pre-determined; the player has no choice as to which character to use at any given time in the game. The differences between the two characters are purely for narrative purposes; in terms of gameplay, both characters have the same speed, strength and abilities, can use the same items, and share an inventory.

The majority of the gameplay involves one of three aspects; searching, melee combat and puzzles. When searching locations, the player moves the characters around in a 3D environment viewed from a third-person perspective. When an object or location which can be examined more closely is found, the game switches to first-person mode, and the player can investigate in more detail. At this time, clues can be discovered on the object, or more specific objects can be found within the location.

Melee combat is split into two phases. In the first phase, the player approaches an enemy and attempts to punch them, as with most beat 'em up games. If the player successfully hits the enemy, the game enters attack mode. If the player misses and is instead attacked themselves, the game enters defense mode. Both modes are identical insofar as the player must enter a sequence of button presses before the timer runs out. If they do so correctly, they will successfully attack or block the enemy. If they run out of time or press the wrong buttons, they will be attacked or blocked themselves.





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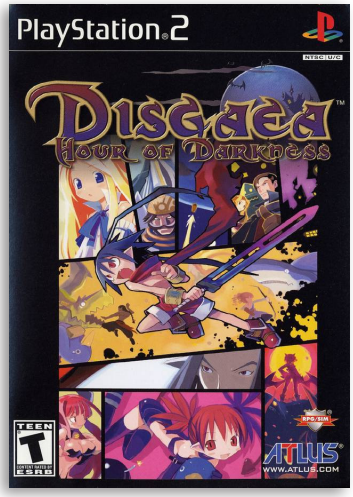
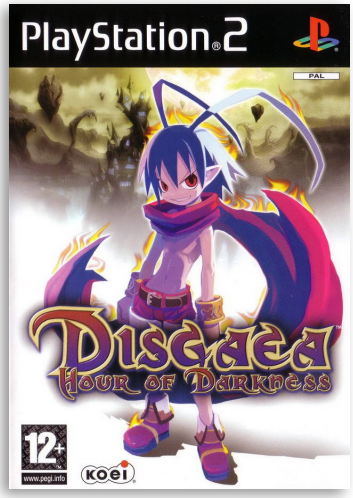
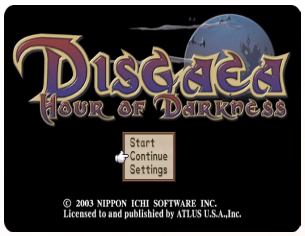
Disgaea: Hour of Darkness





JNP



Developer	Nippon Ichi Software
Publisher	Koei, (jp) Nippon Ichi Software, (us) Atlus
Release date	(jp) January 30, 2003
Genre	Tactical role-playing game
Mode	1 Player

The games protagonist is Prince Laharl. After a two-year sleep, Prince Laharl awakens to find his father, King Krichevskoy, dead and the Netherworld in the middle of a civil war over who takes the throne. Not willing to give up his rightful place as the next king, Laharl joins with his subordinate Etna and her underlings to fight back.

The Overlord's castle acts as a hub to manage the party. It has shops to get new equipment, a gate to the different battles, a NPC to travel to the Item World, which is used to boost items, and the Dark Assembly, where the player can create new units, and have the assembly vote to pass (or not) special laws that will affect the game. To unlock some characters, a special chapter must first be unlocked by the Assembly.

The story progresses in the form of chapters. In each chapter, new battles become one after another, with dialogues at the beginning and end of those battles. Any completed battle becomes available to play again, sometimes with minor changes. At the end of every chapter, a parody cut-scene announcing the next chapter,(most often, it is Etna who tells the story as if she were the protagonist) is shown.

In a similar style to Final Fantasy Tactics and Ogre Battle, Disgaea is a turn-based strategy RPG on an isometric grid. Characters are dispatch in battle one after another, and each have a move action and an battle action. Each class has its own set of abilities, ranging from simple attacks and area attacks to magics that can affect all the battlefield. In each battle, up to ten bonuses can be obtained by clearing the Geo Panels and defeating enemies to fill the Bonus Gauge. The battle is won when all enemies are defeated, or, in the Item World, by accessing a gate to move to the next floor.

The Item World is a world divided in floors, inside any of the player's item. The goal of the Item World is to progress through the floors, which raises the item's level. The more enemies are defeated before moving to the next floor, the more the item will improve. A special king of enemies, Residents, can be found in the Item World. These have their own level, and add a bonus to the item in which they reside. Once a Resident is defeated, it is "subdued", its level doubles and it can be moved between items. Residents can be fused together to get better bonuses. This is necessary because each item has a maximum number of Residents it can contain, determined by the item's rarity (common, rare or legendary).

"mobygames.com"

Disgaea's configuration allows the player to select the audio and soundtrack in the US release from English or Japanese. The song "The Invasion From Within" by Tsunami Bomb was licensed for the English audio track by Atlus due to its organ opening and fast pace, and is only played when English is the selected language. The option to select the language is not present in the European release of the game, because the European release used a lower capacity storage medium (CD instead of DVD).

Souhei Niikawa and Yoshitsuna Kobayashi, the game's producer and main programmer, have explained the intended humor of Disgaea; they give the example of Captain Gordon being a satire of American comic book characters. Episodes of the game are separated by previews, parodying such previews at the end of anime series episodes. Most of these have voice-overs by Etna and do not accurately reflect the plot of the next episode; one of the characters calls these previews Etna's fantasies. The game is also filled with Prinnies, penguin-like creatures that explode when thrown. More information on their origins is revealed as the game progresses – they contain human souls and labor in the Netherworld and Celestia to atone for their sins. Character designer Takehito Harada described the prinny design as becoming less realistic as development continued.

The makers of Disgaea have responded that characters represented by 3D models in other games are often limited by a "set pattern of motions", and they were able to make the characters of Disgaea more expressive with sprites.

There were two different styles of boxart for the American release.

In the PS2 category of IGN's The Best of 2003 awards, Disgaea: Hour of Darkness won "Best Game No One Played", and won Reader's Choice and runner-up awards for "Best Strategy Game". Hyper's Daniel Wilks commends Disgaea: Afternoon of Darkness for its *"brilliant strategy and being huge and funny"*. The game received a score of 8.5/8/7.5 from Electronic Gaming Monthly, and the magazine's Shane Bettenhausen said, *"Here's an instant cult classic—Disgaea is so creative, challenging, and funny that it totally deserves the attention of RPG gamers"*. However, he noted that its *"rewarding gameplay and quirky humor beneath a coating of antiquated visual grime. There isn't much here that couldn't have been done on PS1"*.

In the PS2 category of GameSpy's Game of the Year awards, it ranked ninth out of ten, and won "Strategy Game of the Year".

Being the first game set in the Disgaea universe, its success has launched a franchise that has seen four sequels, several spin-offs, and adaptations into other media; including a manga, the sequel, Disgaea 2: Cursed Memories, as well as a 12-episode anime titled Makai Senki Disgaea. A PlayStation Portable version of Disgaea: Hour of Darkness was released entitled Disgaea: Afternoon of Darkness. A second sequel, Disgaea 3: Absence of Justice, was released for the PS3.

A port for the PsP named Disgaea Portable was released in Japan on November 30, 2006. It was later released in the United States under the name Disgaea: Afternoon of Darkness. Afternoon of Darkness features extras over the original, such as a 16:9 format to take advantage of the PSP's widescreen display. There is also a mode that focuses on Etna as the main character.

A port of the PSP version, Disgaea DS, was released in 2008. n order to fully utilize the Nintendo DS' capabilities, several key improvements will be made to the user interface and game system.

A version of Disgaea: Hour of Darkness, including the added content in Afternoon of Darkness, was released for Windows via Steam on February 24, 2016, retitled as Disgaea PC. The initial release was panned by critics on launch due to its many bugs, which included persistent crashes, save file loss, and poor performance, even on high-end PCs. A patch was released soon afterwards that fixed many of the bugs. Another patch was released for the game later that added the four characters previously exclusive to Disgaea DS.

Disgaea 2: Cursed Memories

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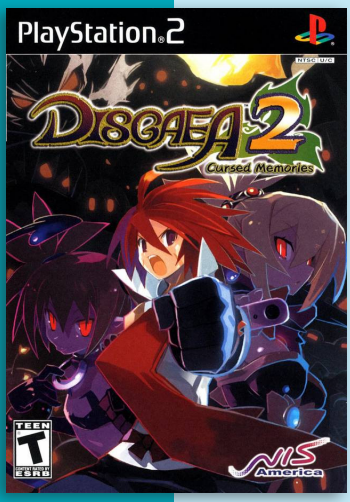


JNP

Developer	Nippon Ichi Software
Publisher	Koei, (jp) Nippon Ichi, (us) NIS America, SCEA
Release date	(jp) February 23, 2006
Genre	Tactical role-playing game
Mode	1 Player

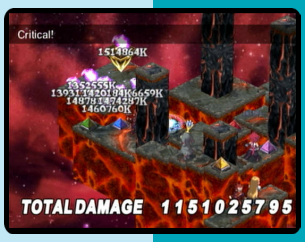
Disgaea 2: Cursed Memories is the sequel to 2003's Disgaea: Hour of Darkness and was the predecessor to Disgaea 3: Absence of Justice for the PS3.

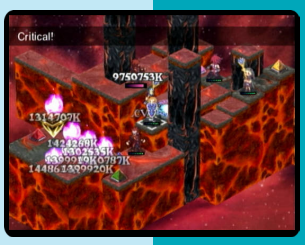
In order to lift the curse placed upon the inhabitants of Veldime 15 years prior, the protagonist's mother attempts to summon the evil Overilord Zenon so that her son Adell can defeat him and lift the curse. Instead his daughter, Rozalin is summoned, and Adell commits to returning her home to her father, as well as to defeating her father when they find him.

Disgaea 2 is divided into 13 chapters. Each chapter begins with cut scenes to explain Adell's next mission. Players then take control of Adell in his hometown of Holt. The town serves as a gateway to story maps, side quests, the dark council, and the item world. At the beginning of each chapter, a new area is unlocked. Each area consists of multiple maps which must be beaten to advance to the next chapter. Talking to the gatekeeper of Holt will give players the option of exploring the new area or repeating any maps that have been beaten. Many maps also have cut scenes. Scenes at the beginning and end of each chapter cannot be skipped.

The gameplay builds directly upon that of Disgaea: Hour of Darkness; players control a party of characters to do battle on a 3D isometric grid map.

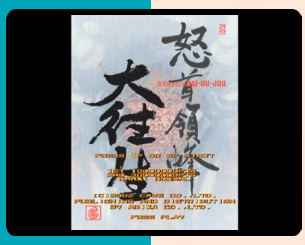
The Item World game mode returns from Disgaea: Hour of Darkness. Players can select any item in the party's inventory and enter it. The levels within are randomly generated, and the difficulty of enemies depends on the item's rarity or power. There are two ways to descend through the Item World: by defeating all enemies on a given level, or by using exit portals located somewhere on each level. Special enemies, called Guardians, can be freed by defeating them, imparting certain benefits to the item, such as increased attack or defense values. Once they are freed, they can be moved between items freely. The further a player descends through a given item's Item World, the higher the stat bonuses it will receive.





DoDonPachi DaiOuJou

7.6



Developer	Cave
Publisher	Arika
Release date	(jp) April 10, 2003
Genre	Shoot-'em-up
Mode	1-2 Players

DoDonPachi DaiOuJou is a port of the fourth arcade game in Cave's DonPachi series.

The controls in DaiOuJou are identical to the previous games in the series. The controller moves the ship. Tapping one button fires standard shots, and holding the button fires the laser weapon. Pressing another button activates a hyper if one is available, or uses a bomb if no hypers are in stock. If the laser is active the bomb is an amplification of the laser weapon; otherwise it is an explosion that covers the screen. In all cases the player becomes invincible for a short period.

DaiOuJou follows the conventions of the previous game with only a few changes. The chaining system is intact and works in much the same way. Causing an enemy to explode fills a meter, and every enemy destroyed before the meter depletes adds to the current chain and again refills the meter. Holding the laser weapon over a large enemy will hold the meter steady and slowly accumulate hits. In this way it is possible to create a single chain out of any of the 5 stages.

The PS2 port added the following modes/features; Death label arcade mode. No bullets mode. Simulation (training) mode, with replay feature. Gallery. High score DVD video from 4 players who completed the second loop of the game. Player : KTL-NAL(A.K.A. Homestay Akira), Clover-TAC. Score : 1.89 Billion. And Death Label mode.

Death Label mode sets the player against a boss rush, with maximum firepower at all times and a full stock of Hyper granted before each boss. Death Label's difficulty is roughly equivalent to that of the normal game's second loop, with a number of alterations made to the bosses and their attack pattern. The most notable change is made at the final boss fight of Death Label, where the player faces two Hibachis simultaneously. According to top players, this is the hardest iteration in the DoDonPachi series taking 7 years (from 2003 until 2010-09-18) to clear.

Famitsu Scored the PS2 release a 34/40 and the Xbox 360 release a 27/40.

J

Disney Golf

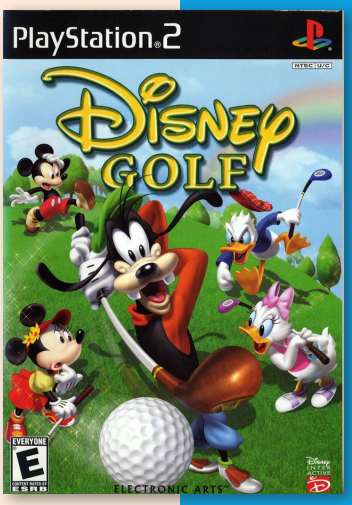
7.2

J N P

Developer	T&E Soft
Publisher	Capcom, (us) EA Games, (eu) Electronic Arts
Release date	(jp) May 30, 2002
Genre	Sports
Mode	1-2 (4) Players

Disney Golf, known is the spiritual successor to another golf game called Swing Away Golf, themed with Disney characters.

The game features eight characters to play as or against on a choice of six different courses. Players can also earn tokens while on the links by achieving long putts, perfect swings, and chip-ins, which the tokens can be spent on one of 62 items.



Disney Hannah Montana: Spotlight World Tour

4.4

N P

Developer	Avalanche Software
Publisher	Disney Interactive Studios
Release date	(us) August 7, 2008
Genre	Simulation
Mode	1-2 Players

Hannah Montana: Spotlight World Tour is based on the television show Hannah Montana. The game focuses on Hannah Montana as she travels the world in various locations like New York to Tokyo, Japan to sing songs from the television show. The game includes 16 songs, 8 from season 1 and 8 from season 2.

"hannahmontana.wikia.com"

Disney Move

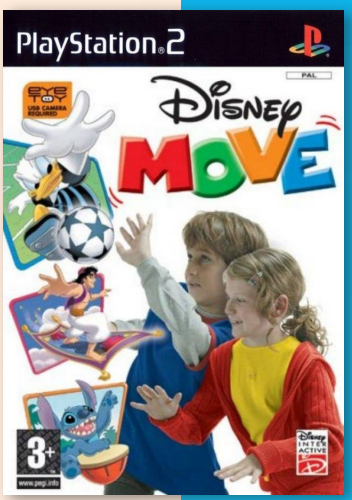
7.6

P

Developer	Ubisoft
Publisher	Ubisoft
Release date	(eu) November 19, 2004
Genre	EyeToy
Mode	1-4 Players

Disney Move is an EyeToy game featuring different mini games. It was developed and published by Ubisoft and only released in Europe.

The game feature more than 15 Disney characters in 6 Disney worlds. It feature 3 levels of difficulty per game. The game has a single, multiplayer and survival mode.



Disney Presents Piglet's Big Game

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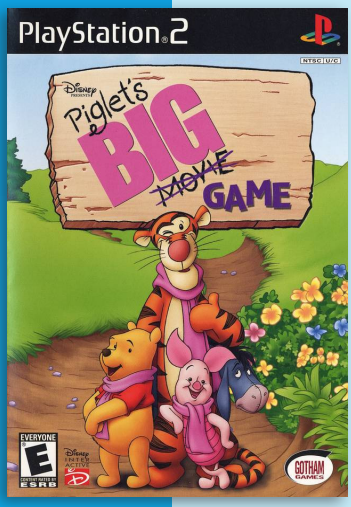
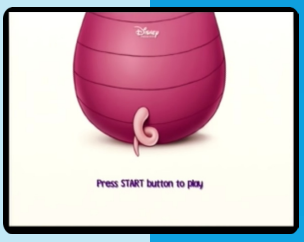




Developer	Doki Denki
Publisher	Gotham Games, (eu) Take-Two Interactive
Release date	(us) March 19, 2003
Genre	Action-platformer
Mode	1 Player

Based on the movie, the game stars Piglet, who leaves the woods and finds a magical telescope which allows him to jump into the dreams his friends are having during their naps. In each of the 6 dream "levels", Piglet must help his friends with problems and puzzles. Each dreamworld is also dangerous with Heffalumps and Woozles, among other monsters.

N P

Disney Princess: Enchanted Journey

7.0

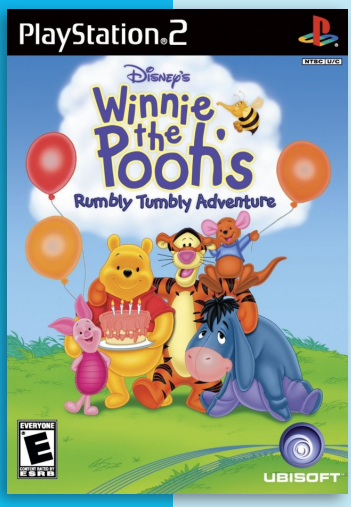
J N P

Developer	Papaya Studios
Publisher	Disney Interactive Studios
Release date	(us) October 16, 2007
Genre	Action-adventure
Mode	1-2 Players

The game follows an amnesiac young girl that is brought to a dilapidated castle called "Gentle-haven" and set on a quest to travel to the homes of various Disney Princesses and help solve problems caused by mischievous creatures called Bogs. The players can interact with various characters and solve problems by way of a magic wand that they are given at the start of the game.

Disney's Winnie the Pooh's Rumbly Tumbly Adventure

5.9



Developer	Phoenix Games Studio
Publisher	Ubisoft
Release date	(us) February 8, 2005
Genre	Action-platformer
Mode	1-2 Players

The game has three different modes: Birthday Adventures, Junior Mode and Multiplayer Games. Birthday Adventures is basically Story Mode, where Pooh goes through flashbacks of his birthday adventures where he looks for Piglet and finds him a broom, searches for Tigger, search for two missing Tigger costumes, looks for a new home for Eeyore, and going on a treasure hunt.

N P

Disney Sing It

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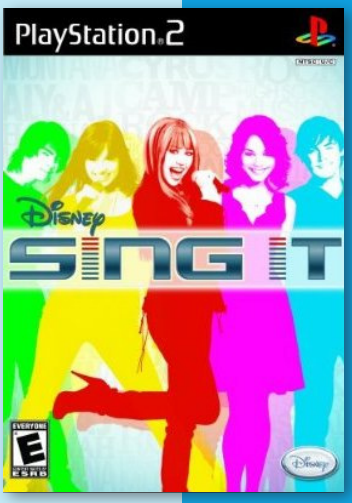
Developer	Zoe Mode
Publisher	Disney Interactive Studios
Release date	(us) October 21, 2008
Genre	Music
Mode	1-8 Players



Disney Sing It is a karaoke game and sequel to High School Musical: Sing It!. The game feature 35 music tracks, including music from; Camp Rock, High School Musical, Hanna Montana, Cheetah Girls, Aly & AJ, Corbin Blue, Everlife, Jordan Pruitt, and more. Players can compete with and against other players in numerous multiplayer modes, including Duet, Versus, and Team Play.

Disney Sing It! High School Musical 3: Senior Year

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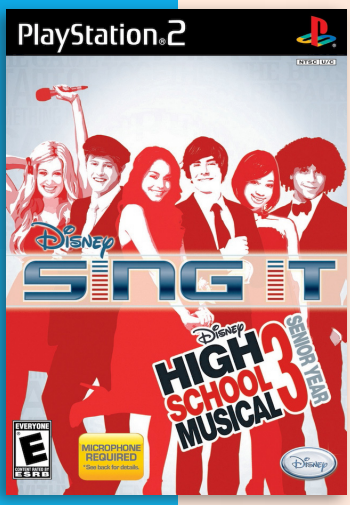
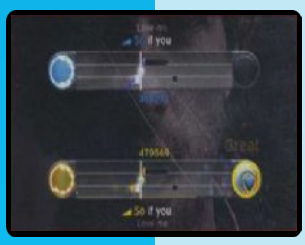


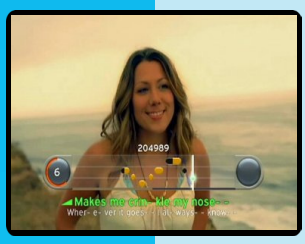
Developer	Disney Interactive Studios
Publisher	Disney Interactive Studios
Release date	(eu) November 28, 2008
Genre	Music
Mode	1-8 Players

The game was released across multiple platforms, but unlike the previous two releases in the Sing It series, it does not feature an Xbox 360 release. New features to the game include a new score system, an upgraded version of Sing It Pro, playback performances through Sing It Encore, or Run The Risk which allows players to outbid each other's scores.

Disney Sing It! Pop Hits

6.6

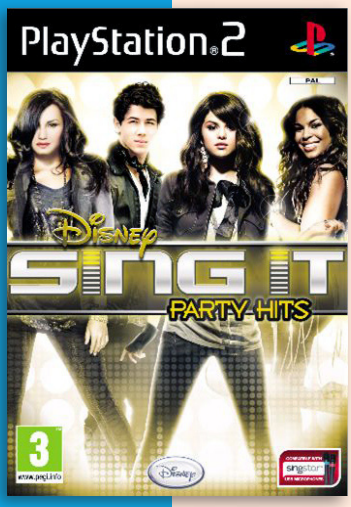




Developer	Disney Interactive Studios
Publisher	Disney Interactive Studios
Release date	(us) October 6, 2009
Genre	Music
Mode	1-8 Players

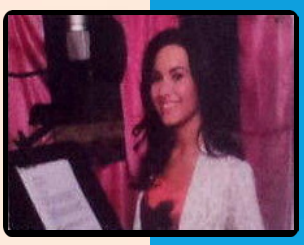
Disney Sing It: Pop Hits is another entry in the Disney Sing It series. The game features a number of songs by Disney-affiliated artists as well as Disney Channel related shows and films such as Hannah Montana, High School Musical 3, Camp Rock Cast (Demi Lovato and the Jonas Brothers) and songs heard on Radio Disney.

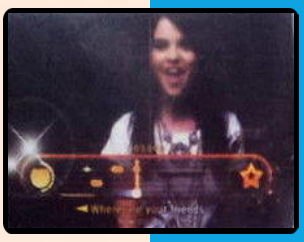
Disney Sing It: Party Hits



Developer	Disney Interactive Studios
Publisher	Disney Interactive Studios
Release date	(eu) 2010 (?)
Genre	Music
Mode	1-8 Players

Disney Sing It: Party Hits, also known as Disney Sing It: Pop Party, was an European release only. The game was released in North America on PS3 and Wii. The game features a number of songs by Disney-affiliated artists as well as Disney Channel related shows and films, Camp Rock 2: The Final Jam, Hollywood Records and some other label signed artists and bands.





P

7.4

Disney TH!NK Fast

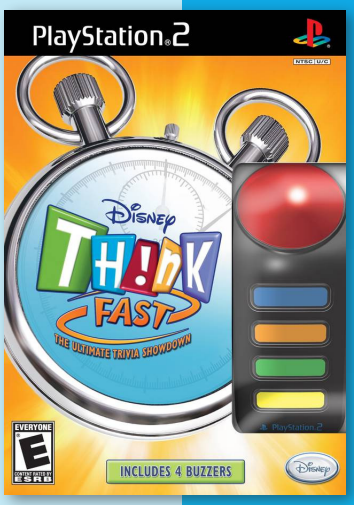
N P

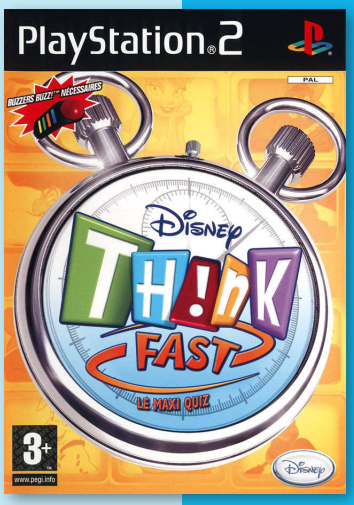
Developer	Magenta Software
Publisher	Disney Interactive Studios
Release date	(us) November 7, 2008
Genre	Trivia
Mode	1-4 Players

Disney Think Fast is a Disney-themed trivia show-based game. The game borrows its elements from the Scene It? DVD game franchise and is hosted by Genie from the film Aladdin who introduces and gives results for each round.

Each game can be played with up to four players which players can play as various Disney characters including Mickey Mouse, Minnie Mouse, Donald Duck, Daisy Duck, Goofy, Clarabelle Cow and Horace Horsecollar. The game also includes 4 stages, including Ocean Grotto, Regent's Park, Hawaiian Beach and The Pridelands. Each game takes about 30–40 minutes and contains 15 rounds. Some rounds require players having to watch movie clips without the sound, some where players have to answer multiple-choice Trivia Questions about Disney Movies, and some where players have to guess what the artist is drawing. There are over 5,000 questions, and each one has 2-4 multiple choice answers. Players get more points for correct answers as the rounds increase, and in later rounds, players get penalized for choosing wrong answers.

While the game does contain over 5,000 questions, most people criticized the questions for being too simple and repetitive, some based on Pixar films, which has caused mixed reviews.





Disney's Chicken Little

6.0

J N P

Developer	Avalanche Software
Publisher	Buena Vista Games, (jp) D3Publisher, (ko) THQ, (eu) Disney Interactive Studios
Release date	(us) October 20, 2005
Genre	Action-adventure
Mode	1-2 Players

The game follows the same plot as the 2005 film of the same name. It is set as a action-adventure game, in which it's very similar to Tak and the Power of Juju. The player takes control of Chicken Little throughout the entire game, and occasionally the player will be able to play as Abby, Runt, and Fish Out of Water in six different levels and Mayor Turkey Lurkey in one level.

Disney's Chicken Little: Ace in Action

6.9

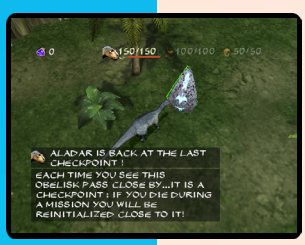
N P

Developer	Avalanche Software
Publisher	Buena Vista Games, (au) Disney Interactive S.
Release date	(us) November 9, 2006
Genre	Action-adventure
Mode	1-2 Players

Disney's Chicken Little: Ace in Action is a multiplatform video game based on the finale of the Chicken Little movie. The gameplay has been described as action-heavy, and compared to the Ratchet & Clank series. Throughout 24 levels in total, players enter sci-fi vehicles and blast enemies with guns, encounter 6 boss fights, and have other gaming experiences.

Disney's Dinosaur

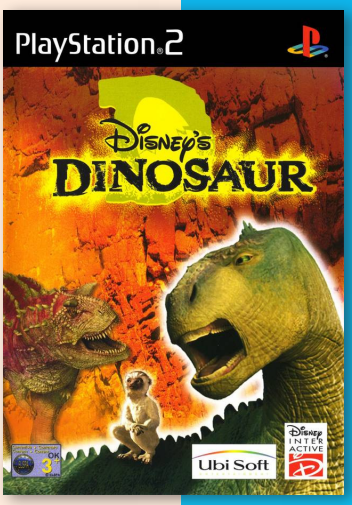
5.4



J P

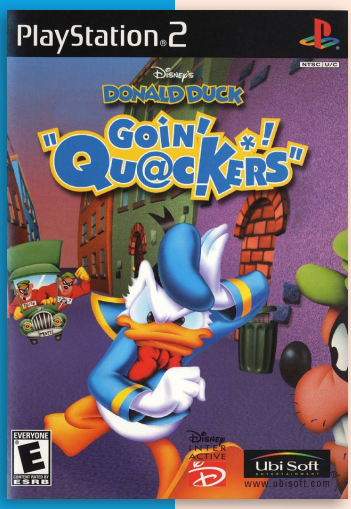
Developer	Ubisoft
Publisher	Ubisoft
Release date	(eu) December 8, 2000
Genre	Action-adventure
Mode	1 Player

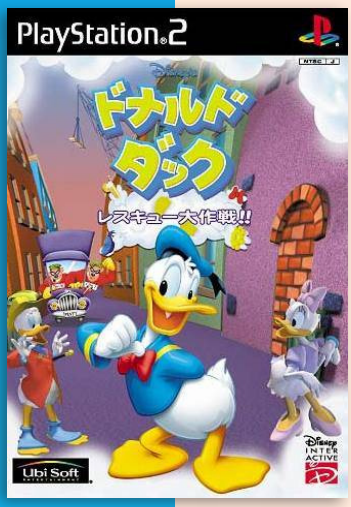
Disney's Dinosaur is a puzzle-adventure game based on the movie of the same name. Players control three characters: Flia the pteradon, Aladar the Iguanadon and Zini the lemur, each of whom has different abilities. Flia can fly, Aladar can wade through water and crush rocks and Zini can fit through small spaces and pick things up. As in the movie, they must work together to reach the sacred nesting grounds for water and food.



Disney's Donald Duck: Goin' Quackers

7.3



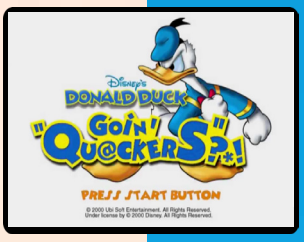


Developer	Disney Interactive Studios
Publisher	Ubisoft
Release date	(us) December 13, 2000
Genre	Action-platformer
Mode	1 Player

In this game, the evil wizard Merlock has kidnapped intrepid reporter Daisy Duck. Donald Duck wants to rescue her, and his friend Gyro Gearloose's latest invention, a teleporter, can help.

Goin' Quackers's gameplay is very similar to that of Crash Bandicoot, and requires the player to move through various settings in 24 levels in four warp rooms. The four level themes are Ducky Mountain, Duckburg, Magica DeSpell's Manor, and Merlock's Temple. Donald Duck has to dodge various enemies and obstacles throughout the levels and defeat bosses at the end of each warp room. There are also bonus levels where Donald Duck has to outrun a bear, a truck, a dismembered hand, and a Moai statue's head, respectively. The viewpoint of the levels change from a 2D side-scrolling perspective to a 3D perspective. Re-doing the levels in order to defeat Gladstone's time in same, gives the player advantages in the game.

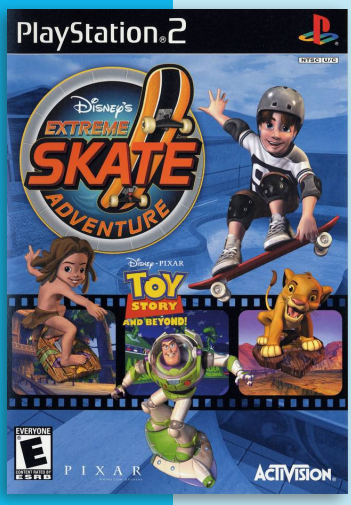
Donald has two opportunities to be touched by the enemy, the first time he becomes angry and throws berserk to the enemies, the second time, he loses a life.



J N P

Disney's Extreme Skate Adventure

7.8



Developer	Toys for Bob
Publisher	Activision
Release date	(us) September 3, 2003
Genre	Sports
Mode	1-2 Players

Disney's Extreme Skate Adventure uses the same game engine as Tony Hawk's Pro Skater 4 made by Neversoft and features characters from Toy Story, The Lion King, and Tarzan. There are three main modes: Adventure, Free Play and Versus.

The game received "generally positive" reviews, according to Metacritic.

N P

Disney's Kim Possible: What's the Switch?

7.6

J N P

Developer	Artificial Mind and Movement
Publisher	Disney Interactive Studios, (us) Buena Vista Games
Release date	(us) October 19, 2006
Genre	Action-platformer
Mode	1-2 Players

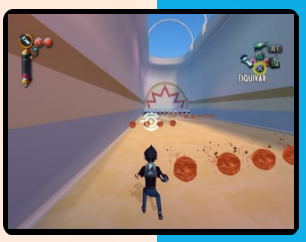
Disney's Kim Possible: What's the Switch? is the first Kim Possible game to appear on a home console. All the actors voice their characters. Both Kim and Shego are playable characters. In each level, control is relayed between the two of them as they chase Dementor and Monkey Fist around the world. Rufus is also playable at certain points in the game, but only when playing with Kim.

Disney's Meet the Robinsons

6.7

Developer	Avalanche Software
Publisher	Disney Interactive Studios, (us) SCEA
Release date	(us) March 27, 2007
Genre	Action-adventure
Mode	1 Player

Meet the Robinsons is based on a film by the same name. The game follows Wilbur through 40 missions and 6 different locales, a few of which are revisited in the movie. Secret Blueprints allow the player to "build" different Cheats and Extras, using Cornelius Robinson's Transmogrifier. This machine creates items using Base Components which Wilbur collects during his adventure.



J N P

Disney's Peter Pan: The Legend of Never-Land

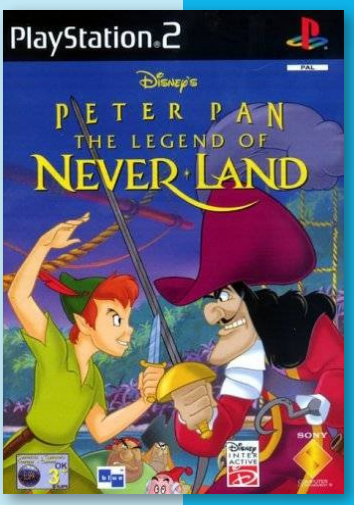
5.9

P

Developer	Blue52 Games
Publisher	SCEE, Disney Interactive Studios
Release date	(eu) October 21, 2005
Genre	Action-platformer
Mode	1 Player

In this game, Captain Hook has discovered the island's magical secret and plots to rid Never Land of its enchanting Pixie dust. Without pixie dust, Peter Pan has lost his ability to fly.

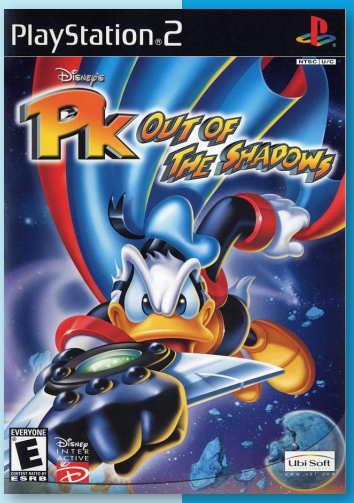
Players must set out to locate the 16 missing pieces of the lost treasure map of Skull Cove and beat Hook to the treasure, while avoiding his minions.



4.9

Disney's PK: Out of the Shadows

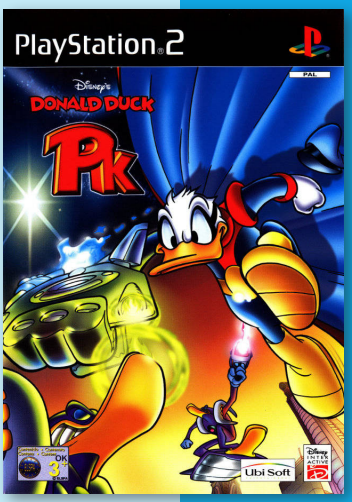
Developer	Ubisoft
Publisher	Ubisoft
Release date	(eu) October 4, 2002
Genre	Action-adventure
Mode	1 Player



PK: Out of the Shadows, also known as Donald Duck PK or simply PK, stars Donald Duck as Paperinik or "PK" as he battles the Evron Empire. The game is based on the Italian comic book series PK – Paperinik New Adventures.

Players assume the control of PK, navigating 3D levels from a third person perspective.

PK uses an 'X-Transformer' arm device throughout the game, which functions as a utility for defense and movement, primarily firing laser shots and to hover over large gaps. More abilities are unlocked for the X-Transformer as the player progresses, unlocking a super punch for shattering weak ground, a supercharge to break enemy shields, a remote X-Transformer to navigate tight spaces and a more powerful costume variant.



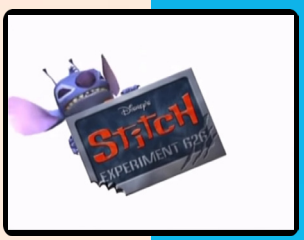
As players traverse the levels, they will collect 'Activation Stars', green circular icons sporting One's face. These function as to power checkpoints for the player, requiring 15 to activate it so that should the player die, they'll return to that previously active checkpoint. The player will also find other weapon variants that give the X-Transformer a limited amount of more powerful shots such as fire bullets or rockets.

N P

Disney's Stitch: Experiment 626

5.9

Developer	High Voltage Software
Publisher	Disney Interactive Studios, (eu) SCEE, (jp) EA
Release date	(us) June 19, 2002
Genre	Action-platformer
Mode	1 Player



Stitch Experiment 626 serves as a prequel to the original film Lilo & Stitch. Stitch is trying to escape his home planet by scaling walls, grappling across dark ooze, and using his jetpack.

The player takes control of Experiment 626 as he causes destruction and collects DNA for Jumba's illegal genetic mutations. The game also features the only appearance of Experiment 621/Chopsuey.

J N P

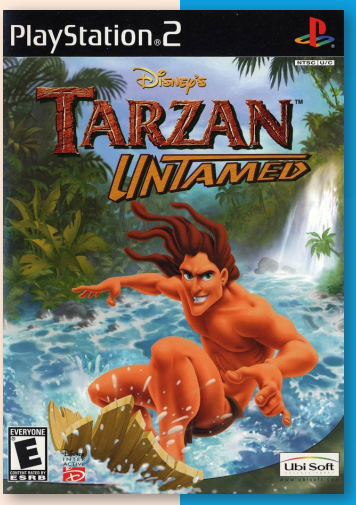
Disney's Tarzan Untamed

5.9

J N P

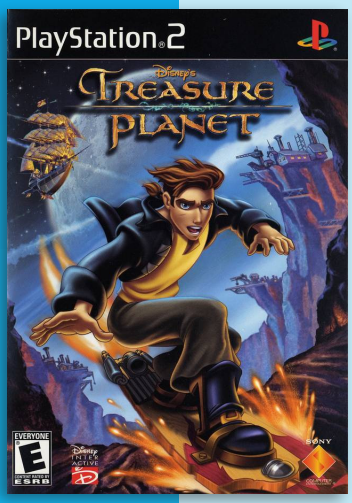
Developer	Ubisoft
Publisher	Ubisoft
Release date	(us) November 14, 2001
Genre	Action-adventure
Mode	1 Player

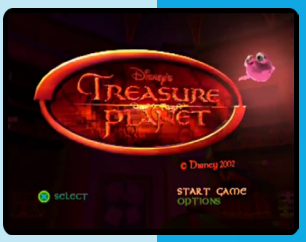
In Tarzan: Untamed, also known as Tarzan: FreeRide, the antagonist, Oswald, and his goons have captured several infant gorillas to sell to zoos. Tarzan must break the cages and return them to the gorilla family. His enemies include poachers and jungle animals, such as panthers, snakes, rhinos and crocodiles. He also collects film reels that belong to Oswald and spears to use as weapons.



Disney's Treasure Planet

6.8





N P

Developer	Bizarre Creations
Publisher	SCEA, (eu) SCEE
Release date	(us) November 11, 2002
Genre	Action-platformer
Mode	1 Player

Treasure Planet is the adaptation of an animated Disney movie. The game follows the adventures of Jim Hawkins, a young boy on a quest to locate a mythical planet called Treasure Planet. To find the planet he needs to travel to many locations throughout the universe and complete tasks before he finds the ultimate prize. The tasks range from finding a certain number of items to catching runaway animals to flipping a series of switches.

Disney•Pixar Ratatouille

6.5

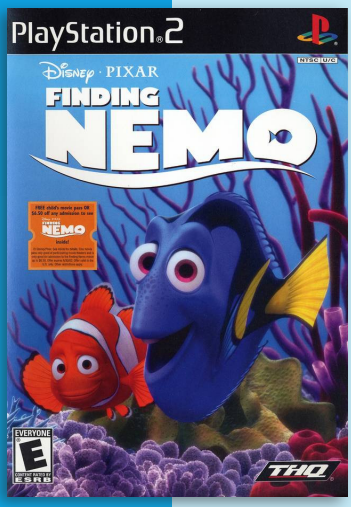
J N P

Developer	Asobo Studio
Publisher	THQ
Release date	(us) June 26, 2007
Genre	Action-platformer
Mode	1-4 Players

Ratatouille is a platform game based on the Pixar film of the same name. Players control Remy. He cannot swim, but he can instead use a raft to paddle when the player use the analog stick. The game have 13 levels. Dream worlds are bonus levels in which Remy falls asleep and dreams of a land of food. There are usually three dream worlds in each level. There are also levels in which Remy slides on a pipe.

Disney•Pixar Finding Nemo

6.3



Developer	Traveller's Tales
Publisher	THQ, (jp) Yuke's
Release date	(us) May 12, 2003
Genre	Action-adventure
Mode	1 Player

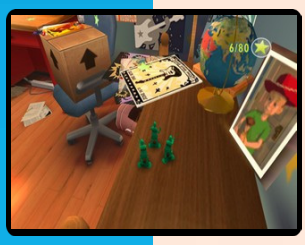
Finding Nemo is a action-adventure based on the film of the same name. The goal is to complete different levels under the roles of film protagonists Nemo, Marlin or Dory. It includes cutscenes from the movie, and each clip is based on a level, e.g. hopping through a batch of jellyfish.

The game received "mixed or average reviews" according to Metacritic.

J N P

Disney•Pixar Toy Story 3

6.8



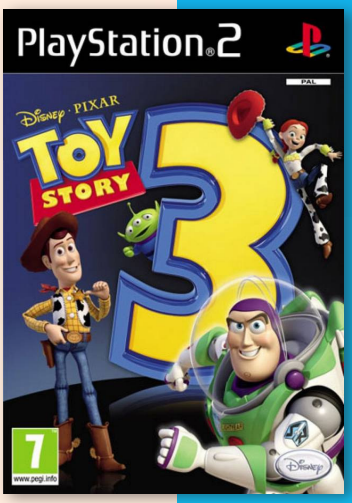
N P

Developer	Asobo Studio
Publisher	Disney Interactive Studios
Release date	(eu) October 21, 2010
Genre	Action
Mode	1 Player

Toy Story 3: The Video Game is a platform game loosely based on the film. Most of the voice cast from the film series returned to reprise their characters in the game with the exception of Tom Hanks (Woody), Tim Allen (Buzz Lightyear) and Kelsey Grammer (Stinky Pete). In the game, Rex looks back at the toy's past encounters with the help of his drawings, and tells the story of the film.

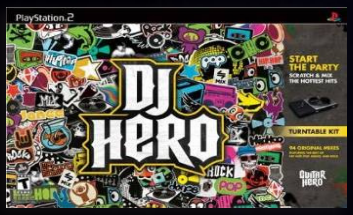
Players take the role of either Woody, Buzz, Jessie (level 10 only), Squeeze Toy Aliens (level 12 and Alien Escapes) and the Green Army Men (level 2 only). There are 13 levels in the Story Mode that follows the events of the movie, but do not feature enemies or boss fights. After the player has completed a level in Story Mode, they can go back and replay it to try the 2 Challenge modes, which are Cube Destruction and Time Attack, that allow the player to win coins and unlock trophies. The 3 mini-games are Woody's Roundup (5 levels), Buzz Adventures (5 levels) and Aliens Escapes (2 levels) which follow the events of the Toy Story 2 movie.

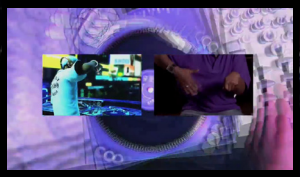
The game is the only video game based on the Toy Story franchise to be released for the PS2 and Nintendo DS. This was the last Disney/Pixar game to be released for the PlayStation 2.



DJ Hero

8.7





Developer	FreeStyleGames
Publisher	Activision Blizzard
Release date	(us) October 27, 2009
Genre	Music
Mode	1-2 Players

DJ Hero is a rhythm game spin-off of the Guitar Hero franchise. The game was sold as a bundle with a turntable controller included.

The game primarily simulates turntablism, a musical style used by disc jockeys to create a new mashup song by incorporating one or more previously recorded songs played on record players along with sound effect generators. The game features score attack gameplay similar to the Guitar Hero games. The controller consists of a wireless deck consisting of a movable turntable that supports 3 "stream" buttons, an effects dial, a crossfader, and a "Euphoria" button; a hidden panel contains additional controller buttons to interact with the gaming console outside of the game. A portion of the controller can be detached and reattached to adapt the unit for left-handed players. Notes travel in an arc across a spinning record on screen, and the player holds down one of the 3 stream buttons to play notes; two buttons reflect the two songs used in that particular mix, and the third represents samples to add to the mix which can be adjusted with the effects dial. The player must also constantly adjust the crossfader to match onscreen symbols, which alters the relative volume of the songs as to bring one song to the forefront of the mix for a short time. Certain tracks are shown on screen as a series of up or down arrow, representing scratching sections, requiring the player to turn the turntable in the direction of the arrows while holding down the button to score points, mimicking the scratching of the record needle on vinyl albums. "Euphoria" is equivalent to Guitar Hero's Star Power, collected by successfully completing specific phrases in the song mix, called Perfect Regions, and can be released by pressing the Euphoria button, doubling the player's current multiplier as well as automatic crossfading when active. There is also a "Rewind" meter that builds through consistent successful playing, and once full, allows the player to rewind the song to fix errors in their performance. The player must continue to perform well or their performance meter will drop and the music track will cut out. Failing the song is not possible, unlike in Guitar Hero games.

A single player career mode is available, as well both competitive and cooperative multiplayer modes ("DJ vs DJ"), playable locally or remotely. Ten songs have been specially mixed to also support gameplay with Guitar Hero and other compatible guitar controllers in a "DJ vs Guitar" mode. Players can also use a microphone for a non-scoring addition to the mix. A Party Play mode allows the game to automatically play the songs with the ability for a player to jump in and play at any time.

Activision had initially applied for a trademark on the name DJ Hero in early 2008, leading to speculation that Activision was making plans to compete against Konami's Beatmania series of music games with their own DJ game as a possible spinoff of their popular Guitar Hero series. FreeStyleGames, a small developer of music games, was employed to

help produce localized downloadable content for Guitar Hero games and develop another yet-to-be announced music game. This game was later revealed to be DJ Hero. Activision CEO Robert Kotick confirmed the existence of DJ Hero in an interview with CNBC on January 20, 2009, revealing a release *"later this year"*. Activision CFO Thomas Tippl stated that DJ Hero would be aimed at a broader audience than the Guitar Hero games primarily through the use of more contemporary music in its soundtrack. Producer Will Townsend stated they opted for a wide variety of music to *"make sure that everybody has something in there that they want."* DJ Hero was designed as a party game and to make the player *"the life of the party"*, giving ways for them to be *"in control of the music"*, according to Townsend.

FreeStyleGames teamed up with London based music production company Crossfade Cartel owned by Ofei Sakyi and Dan Neil to ensure the overall quality of the soundtrack. The 16 man music production team used a combination of MIDI software along with the music sequencer program, Ableton Live; the MIDI information was used to construct the gameplay elements such as crossfading and scratching with additional custom export software. Because of this nature, Neil stated that it was much easier to alter a mix to meet certain gameplay goals, taking only a few minutes to complete, compared with the development of songs for Guitar Hero.

The team worked alongside artists and DJ's for incorporation of songs into the game. Neil stated they brought to artists and DJ's working prototypes of the game and hardware to show them what the sampled music and final mixes sounded like, garnering interest from these groups. This led to securing of rights from several groups for their songs,

The turntable controller includes a rotatable turntable and three "stream" buttons, a crossfader, effects dial, and Euphoria button.

though this did occur late in the development process. Mixing with celebrity DJ's was performed either though electronic communications, or at FreeStyleGames' studios or the homes or studios of the DJ's themselves; the team outlined the goals of the game and requested mixes that emphasized the gameplay featured, but avoided hampering the creativity of the artists.

DJ Shadow was brought in by Activision during November and December 2008 to help select individual songs, help with creating the mixes, and provide additional input for the game. He was able to identify old effects samples that were used in the past for scratching for the developers to include the game. To create the mixes, DJ Shadow first created a "dry version" of each mix which did not include any embellishments. DJ Shadow then proceeded to build off that to create the "wet version" with added effects that was used as the base for the gameplay's mixes. Artists Eminem and Jay-Z have also served as consultants for the game. Jay-Z stated that he *"[loved] the freedom"* that the game gives him, and was able to work closely with Activision to put in new mixes that he envisioned, and considered the game *"a DJ's universe"*, while Eminem believed DJ Hero was a game that he could *"see [himself] actually playing"*. DJ's Z-Trip and DJ AM both

created mixes for the game. Grandmaster Flash and DJ Jazzy Jeff have contributed remixes to the soundtrack. All the Daft Punk remixes were created in-house by the team in London. All of these artists appeared as playable avatars. In the case of Daft Punk, a special venue inspired by the group's Alive 2007 tour was created, that Tim Riley, Vice President for Music Affairs at Activision, considered to be *"the next best thing to being at a Daft Punk concert"*. David Guetta has also contributed three mixes that were made available as downloadable content for the game; Guetta would also serve as a spokesperson in the game's European marketing. As part of the game's promotion, the DJ Hero controller appears in the music video for Kid Cudi's "Make Her Say".

On August 28, 2009, DJ AM, a significant contributor to DJ Hero, was found dead in his apartment in New York City. His death did not affect the release of the game. Tim Riley, vice president of music affairs for Activision, stated that *"We are deeply saddened by the loss of DJ AM. We hope that his work on the game will be a fitting tribute to his creative spirit and musical talent"*. Also, at least one promotional video for the game has included a screen commemorating the deceased DJ, with the message *"DJ AM, 1973–2009. In memory of a visionary."*

Neversoft's Brian Bright revealed that the use of Guitar Hero guitar controllers within DJ Hero arose when they tried to create mixes of guitar-heavy and rock tracks in the game; they felt something was missing in these mixes and added in the Guitar Hero-style of play alongside it. Bright has stated that, while too late for the planned release of Guitar Hero 5, they are looking towards future instrument controller interoperability, including use of the DJ Hero controller into gameplay for future Guitar Hero titles, or using drum controllers within DJ Hero.

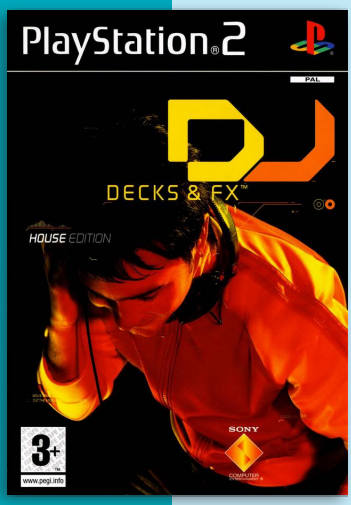
On April 15, 2009, the publishers of Scratch: The Ultimate DJ, Genius Products and Numark, sued against Scratch's developer, 7 Studios and Activision. The lawsuit contends that Activision purchased 7 Studios to both gain access to proprietary technology and to delay publication of the game so DJ Hero could come out first. The Los Angeles Superior Court in which the suit was filed did not grant the requested restraining order against Activision on DJ Hero. Activision states that Scratch was already delayed by as early as October 2008, before they made contact with

7 Studios, and their acquisition of the developers did not impede them from completing Scratch. However, on April 20, the court reversed its decision, awarding Genius and Numark a temporary restraining order, and ordered the *"immediate return"* of all of the material from 7 Studios from Activision, including all source code related to Scratch. 7 Studios subsequently filed a countersuit against Genius Products, claiming that they engaged in *"unlawful and unsavoury business practices"* that limited 7 Studios from completing the game as planned.

DJ Hero was generally well received by game journalists, praising the departure from the Guitar Hero series–style of gameplay, the use of the turntable controller to simulate the motions of a DJ and how the game's difficulty curve helps the player to become skilled on it, and the game's soundtrack.

DJ: Decks & FX

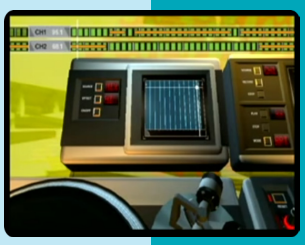
7.6

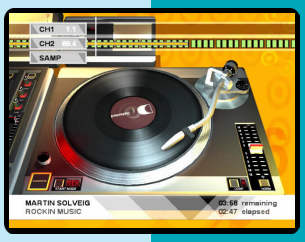


Developer Relentless Software
Publisher SCEE
Release date (eu) September 10, 2004
Genre Miscellaneous, Music
Mode 1 Player

In this game, players can use their PlayStation 2 to mix House records. The game gives players two decks, mixer, sampler, effects unit and loops unit and 70 tracks from the likes of Masters at Work, Dimitri from Paris, DJ Gregory, Francios K.

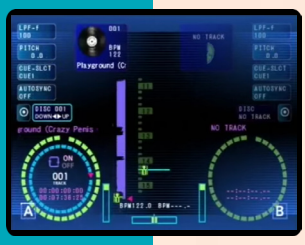
This really isn't a game in the traditional sense as there are no highscores to beat. It's purely about being creative and creating a music mix.





P

DJbox



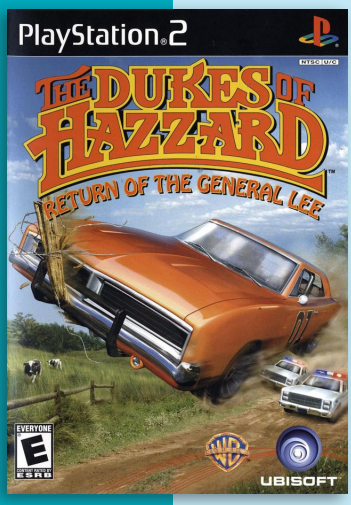
J

Developer SCEI
Publisher SCEI
Release date (jp) July 29, 2004
Genre Miscellaneous, Music
Mode 1 Player

This multimedia application lets users download a song from a CD onto the PS2 hard disk and mix it to create their own sound. The game lets users choose from multiple effects as they make their sound. The game is also compatible with the Eye-Toy.

The Dukes of Hazzard: Return of the General Lee

5.2



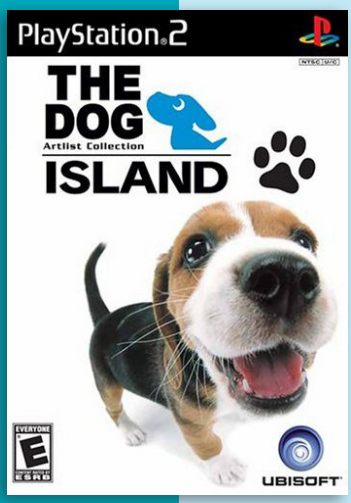
Developer Ratbag
Publisher Ubisoft
Release date (us) September 28, 2004
Genre Racing
Mode 1-2 Players

The Dukes of Hazzard: Return of the General Lee is a racing game based on the television series The Dukes of Hazzard. As Bo & Luke players tour Hazzard County by car on back roads, race circuits, and country routes in a series of timed missions which range from racing to chasing to gathering parts to build their famous car, the General Lee.

N P

The Dog Island

5.6



Developer	Yuke's
Publisher	Ubisoft, (jp) Yuke's
Release date	(jp) April 26, 2007
Genre	Action-adventure
Mode	1 Player

The Dog Island is a role-playing game wherein the player controls a dog in exploring and navigating through different environments while completing tasks. The player can walk, run, crawl, and bark, the last of which is used as defense against the hostile enemies populating the area. In the game, several types of enemies are found, including snakes, gorillas, bears, and bats, all of which, except for bats, are able to be stunned by barking behind them; holding the button used to bark eventually produces a howl, which stuns the enemy indefinitely until the player exits the area.

The player can sniff and dig for items underground, including fruits, vegetables, and other items, indicated by two circles appearing in the bottom of the screen (blue for plot-related items and yellow for generic things). This ability is mandatory for the tasks, most of which requires the player to search for items; non-plot related items can be recorded in an encyclopedia.

The player can explore 23 locations. While most locations contain enemies, there are several that acts as a hub

IGN described the game as *"a seriously odd title"*, but stated that *"it's the overall size and robust feel of the game that actually makes it worth a second look."*

J N P

Double Reaction! Plus

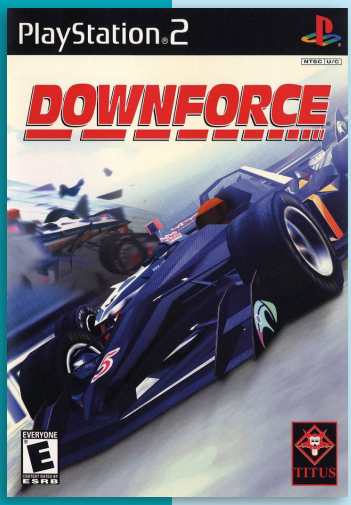
J

Developer	Datam Polystar
Publisher	Datam Polystar
Release date	(jp) September 22, 2004
Genre	Visual novel
Mode	1 Player

The female protagonist, Yuri, is jealous of her good looking twin brother, Kairi. One day she comes to a wishing stone and picks it up wishing she is good looking and sexy, but drops the stone and breaks it in pieces. A couple of weeks later, she wakes up one day realizing she doe no longer have her body. Something happened and made her and her brother switch the bodies. Now she has to go to school pretending to be her brother.

Downforce

6.9



Developer	SmartDog
Publisher	Titus Software, (jp) MTO, (eu) Avalon Interactive
Release date	(us) June 14, 2002
Genre	Racing
Mode	1-2 Players

Downforce features arcade-style F1 racing in the future. The cars feature exaggerated spoilers and slimline chassis. The courses are equally unconventional, set across eight real world locations ranging from Tokyo to Las Vegas, and the handling is forgiving for a game of this nature. The game game has 10 playable cars and another four that can be unlocked in the career mode.

J N P

Dog's Life

6.4

J N P

Developer	Frontier Developments
Publisher	SCEE, (au) SCEA, (us) Hip Games, (jp) Success
Release date	(eu) October 31, 2003
Genre	Action-adventure
Mode	1 Player

Dog's Life allows the player control or interact with over 15 dog breeds each with distinct traits and abilities. They handle things in a different way, that can also be used in challenges or puzzles.

The game is divided into three areas: Clarksville, a rural town; Lake Minniwahwah, a ski resort; and Boom City. These are then divided into smaller areas such as districts or farms. In every area are humans willing to give missions in exchange for bones. Bones can also be found buried underground or hiding somewhere. Bones are used to increase the players stats, which will make it easier to complete missions.

Certain smells picked up through the game's "Smellovision" will activate challenges against a local dog. In each small section of the game there are four challenges, two of which are to find eight smells of the same colour and compete against a local dog. These missions include races, obedience trials, tug-of-war games and a territorial game where the player must run around urinating in marked areas to obtain territory.

There are also salons in some levels where the protagonist, Jake, can get his coat cleaned and brushed. He also gains a shiny new collar with a silver 'J' at the front.

6.1

Dokapon Kingdom

Developer	Sting
Publisher	Sting, (us) Atlus
Release date	(jp) November 22, 2007
Genre	Board, Role-playing
Mode	1-4 Players

Dokapon Kingdom is a remake of the 1994 Super Famicom title, Dokapon 3•2•1 - Arashi o Yobu Yuujou.

The game is a hybrid board game and role-playing video game with modes varying from story mode to battle royale in which four players are assigned a mission. Players spin a spinner and then move to any spot on the board that is reachable by moving that number of spaces. Players will have the freedom to choose the direction they want to go. Landing on an "empty" yellow space or another player will typically cause a battle, but sometimes the player will encounter a strange traveler that may allow them to play them at a minigame, or hire their services to steal or harm the other players. The battle system plays out in roshambo style, with the attack option beating counter, the counter option beating strike, and the defend option resisting the attack option. Multiple magics and stat changes play out both in battle and on the game board, while class-specific skills increase with player's job level.

Three starting jobs are available to the new adventurer (warrior, thief, and magician), and following a pattern of leveling, eleven character jobs and darkling are possible. The game is won by the player with the most money at the end.

Dokapon the World

6.9

Developer	Sting, Asmik Ace Entertainment
Publisher	Asmik Ace Entertainment, Inc
Release date	(jp) November 3, 2004
Genre	Board, Role-playing
Mode	1-4 Players

Dokapon the World is another entry in the role-playing board game franchise, Dokapon. Gameplay mixes traditional board game style movement with turn-based RPG battles. Players spin roulettes, then move according to the number they get. If they lands on a monster field, they has to battle enemies via the game's turn-based RPG battle system.

"psxdatacenter.com"

Dokapon DX: Wataru Sekai wa Oni Darake

5.9

Developer	Dual
Publisher	Asmik Ace Entertainment, Inc
Release date	(jp) July 8, 2004
Genre	Board, Role-playing
Mode	1-4 Players

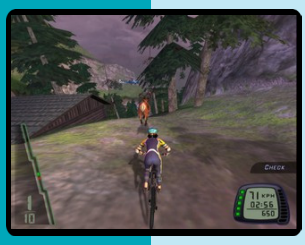
Dokapon DX is a board game with RPG elements. It is the sequel to Dokapon Legend IV from 1993. The game features both battle mode and story mode. In the story mode the mission is to defend the Dokapon kingdom and battle against the enemies. The battle mode supports up to 4 players simultaneously.

"psxdatacenter.com"

J

Downhill Domination

7.9



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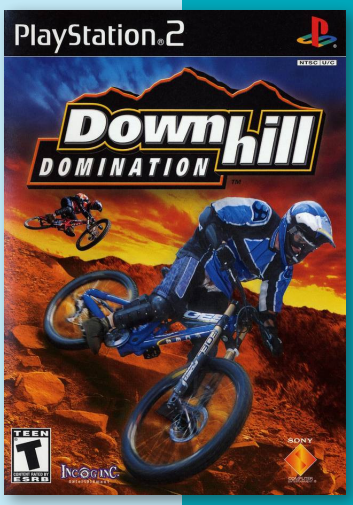
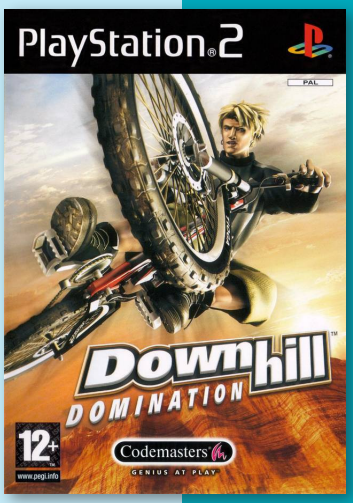




Developer	Incognito Inc.
Publisher	SCEA, (eu) Codemasters, (jp) SCEI
Release date	(us) July 23, 2003
Genre	Sports
Mode	1-2 Players

Downhill Domination includes a very different style of gameplay that differs from standard bike racing games by having the character riding downhill almost exclusively, due to the incline of the tracks.

There are three options available at the main menu, single player, multiplayer and a options menu that allows players to modify gameplay elements such as difficulty and view unlocked items achieved during gameplay.

Initially, the player disposes of six fictional racers displayed at the top of a mountain once single player mode is selected from the main menu of the game, by pressing the select button over an unlocked racer additional info of the racer will be displayed and by pressing the select button over a locked character which is represented by a statue, valuable info on how to unlock the same will be displayed such as a specific career to finish. In addition to two other fictional racers, players can also unlock professional biking racers like Eric Carter and Tara Llanes when specific tournaments are finished during gameplay.

Combat is also integrated into the game, in which the player can use two buttons to attack other racers, one for a left attack, and the other for the right.

Doko Demo Issho: Toro to Ippai

Developer	SCEI
Publisher	SCEI
Release date	(jp) September 2, 2004
Genre	Simulation
Mode	1 Player

Toro, also known as the Sony Cat, is a Sony mascot. He is an anthropomorphized cat who participates in numerous events and tries to act like a human.

Doko Demo Issyo: Toro to Ippai is a word-based communication game. Like other entries in the series, Toro to Ippai has players teach new words to Toro, who then passes the information on to a set of black cats known as Kuro.

Doko Demo Issho: Toro to Nagare Boshi

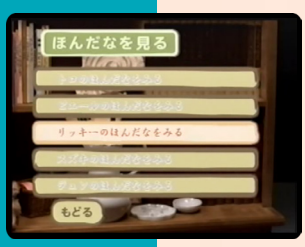
Developer	SCEI
Publisher	SCEI
Release date	(jp) April 1, 2004
Genre	Adventure
Mode	1 Player

In this game, After a strange wishing star experience, Toro and his friend, Pokebi, goes into business of fulfilling wishes requested from woodland animals and human folks around town. Played in interactive fashion, Toro chats with and works on the plight of the characters wishers.

"psxdatacenter.com"

9.0

Doko Demo Issho: Watashi Naehon



Developer	SCE Japan Studio
Publisher	SCEI
Release date	(jp) April 24, 2003
Genre	Simulation
Mode	1 Player

In this game, the purpose of playing is to build a story based on the players input. They start by choosing one of the Pokepi (Toro! Ricky! Suzuki! Pierre! Jyun!), who then become the main character of their story. From there the story begins to unfold, and at times players will be prompted to make choices to branch off the story.

"Ray Barnholt@crunkgames.com"

Doko e Iku no, Anohi

7.0

Developer	Princess Soft
Publisher	Princess Soft
Release date	(jp) February 24, 2005
Genre	Adventure
Mode	1 Player

Doko e Iku No, Ano Hi was originally a PC title and is a Japanese-style love simulation. The game takes place in the town of Morizonochou and places players in the role of Kyousuke Kunimi. Kunimi has a strange experience one day that gets him involved with five girls from Kirishiki Gakuen, his school. Players work their way through the game by selecting choices in coversation which change the outcome of the story.

J

Downhill Slalom

7.0

P

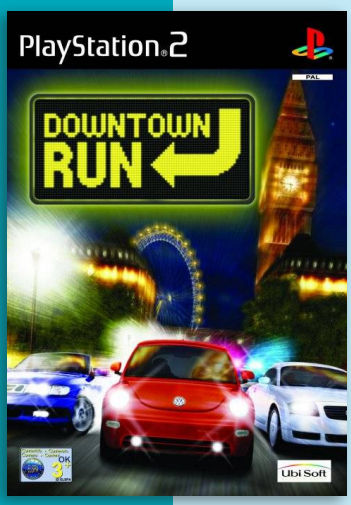
Developer	Phoenix Games
Publisher	Phoenix Games
Release date	(eu) October 6, 2006
Genre	Sports
Mode	1 Player

Downhill Slalom is a skiing game that features 3 different downhill slopes. The game has 2 playable characters at the beginning (Matt Grind & Chris Wax) and 3 unlockable ones (Alex Edges, Mark Wild and another character).

Game Modes include; “Slalom”, navigate the gates in the quickest time. “Token Dash”, collect as many tokens as possible in a race to the finish. And “Sprint”, race to the finish line.

Downtown Run

7.1



Developer	Ubisoft Romania
Publisher	Ubisoft
Release date	(eu) March 28, 2003
Genre	Racing
Mode	1-2 Players

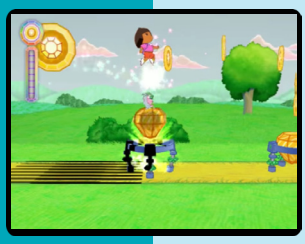
Downtown Run, also known as City Racer, is an action oriented racing game with 24 courses set in six cities (London, Rome, Moscow, New York, Montreal and Lisbon). Basically the goal is to be the first one to reach the goal and get the most prestige points. These points are gained by risky driving maneuvers and hurting the opponents by using a power-up.

“mobygames.com”

P

6.0

Dora the Explorer: Dora Saves the Crystal Kingdom



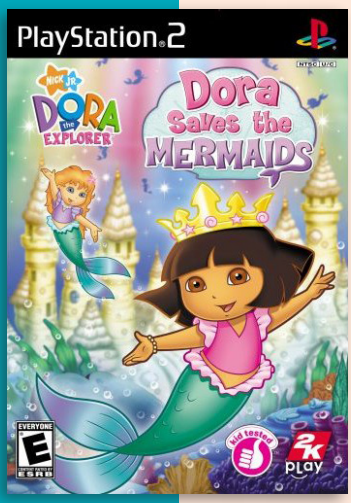
N

Developer	Take-Two Interactive
Publisher	2K Play, SCEA
Release date	(us) November 9, 2009
Genre	Action
Mode	1-2 Players

Dora the Explorer: Dora Saves the Crystal Kingdom is a side-scrolling game based on the television series Dora the Explorer. The game is about a King that has hid the Crystals in the Crystal Kingdom, and Dora and boots must find all of the crystals to save the Crystal Kingdom. As the game is played, players have to find 4 color crystals in three of the stories, plus the one from the king.

Dora the Explorer: Dora Saves the Mermaids

5.6



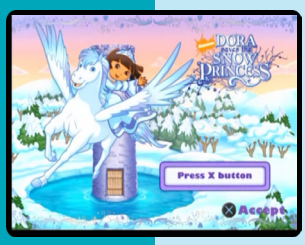
N P

Developer	Take-Two Interactive
Publisher	Take-Two Interactive, (us) SCEA
Release date	(us) February 11, 2008
Genre	Action
Mode	1-2 Players

Dora Saves the Mermaids is set in the Mermaid Kingdom where an evil octopus insists on dumping garbage into the ocean, making the Mermaid Kingdom covered in trash. Players assume the role of Dora who must help Mariana the Mermaid find her missing magical mermaid crown. But the only way to accomplish the task is for Dora to become a mermaid herself.

3.5

Dora the Explorer: Dora Saves the Snow Princess



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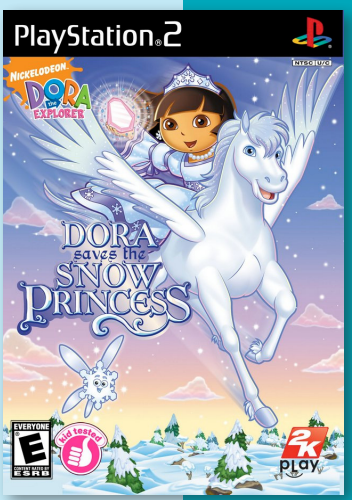
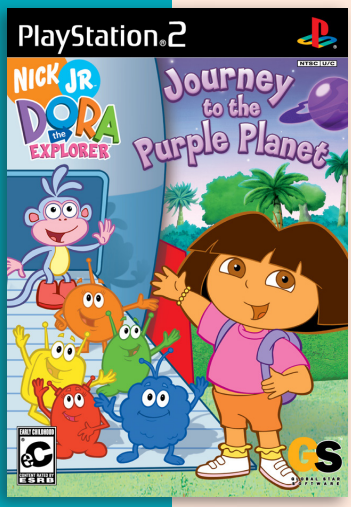


Developer	High Voltage Software
Publisher	2K Play, (us) SCEA
Release date	(us) October 27, 2008
Genre	Action-adventure
Mode	1-2 Players

Dora the Explorer: Dora Saves the Snow Princess is a simple platform-based game aimed at preschool children age 2-5. Players will guide Dora and her friends on a quest to help bring the cold back to the Magic Snowy Forest. In the game, players can ice skate, ski, and snowboard through three distinct lands on a journey to the Castle Grounds.

Dora the Explorer: Journey to the Purple Planet

6.3



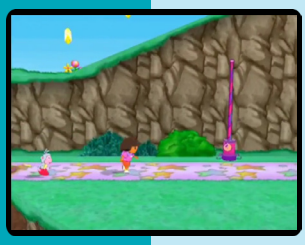
Developer	Take-Two Interactive
Publisher	Take-Two Interactive, (us) Global Star Software
Release date	(us) February 9, 2006
Genre	Action-adventure
Mode	1 Player

The game is about Dora and Boots who find some lost aliens from the purple planet. However, to take them home, she and Boots are required to collect keys to open the space gate, leading to the planet Saturn. To fuel the rocket ship loaned to them, Dora and Boots need to collect 10 space gems in a level.

N P

Dora's Big Birthday Adventure

3.9



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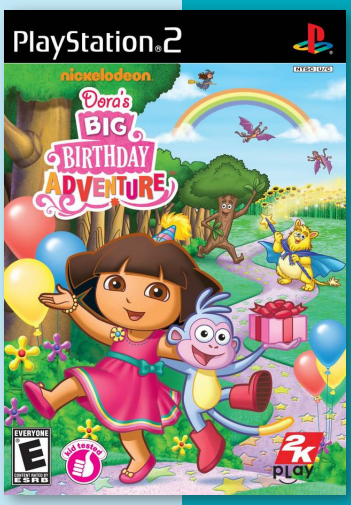
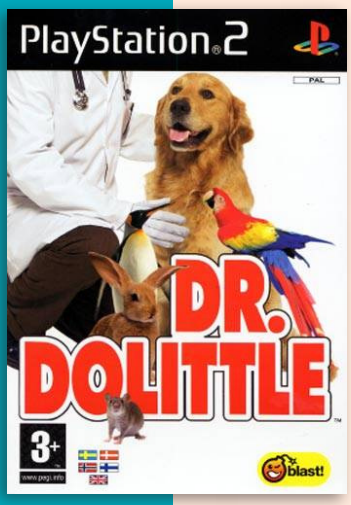


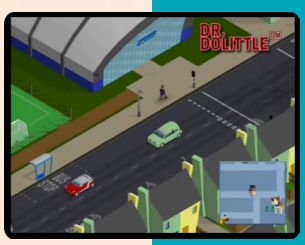
Developer	2K Play
Publisher	Take-Two Interactive, SCEA
Release date	(us) November 2, 2010
Genre	Action
Mode	1-2 Players

The game is based on Dora's Big Birthday Adventure prime-time event and features voice talent from the TV show. Players will help Dora find her way home by jumping, climbing, swinging and sliding through levels ranging from the Dancing Forest to Wizzle Mountain. Players can also take control of Boots when Dora needs his help to access places she can't fit.

Dr. Dolittle

4.3





Developer	Aqua Pacific
Publisher	Blast! Entertainment Ltd
Release date	(eu) November 29, 2006
Genre	Adventure, Simulation
Mode	1 Player

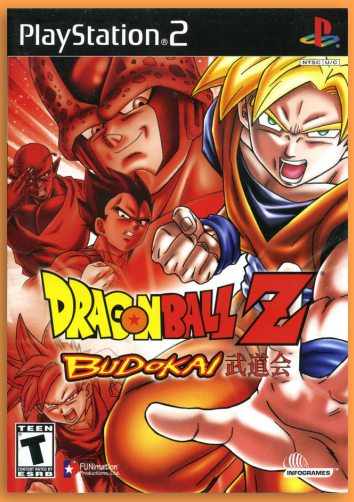
In the game, players interacting with animals in order to solve their disease. Players also need to collect the items to make medicine, and manage a store in order to sell the medicine.

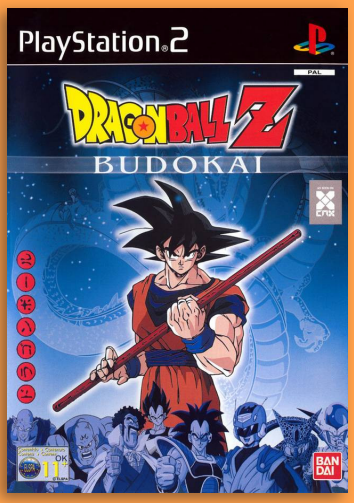
Despite the game's box art clearly trying to imply that it's based on the 1998 film with Eddie Murphy, Dr. Dolittle is shown as a white man in a suit and top hat, looking more like he did in the 1967 film adaption with Rex Harrison.

P

Dragon Ball Z: Budokai

6.7





J N P

Developer	Dimps Corporation
Publisher	Atari, (us) Infogrames, (jp) Bandai
Release date	(eu) November 29, 2002
Genre	Fighting
Mode	1-2 Players

The Budokai series plays like a typical 3-D fighting game. As well as including the regular punch and kick buttons, there is the ability to shoot Ki blasts, which can also be used in specific special moves. The special moves are mainly taken from individual characters' own special moves from the show; including, but not limited to, Goku's Kamehameha, Vegeta's Galick Gun and Frieza's Death Beam. Although these mechanics have stuck with the series, other ideas such as the "Hyper Mode" the ability to move at incredible speeds, fly freely, and "Beam Struggles" between two characters' beam attacks. were later replaced in favour of other techniques.

Each character can be optionally customized by using a 7-slot skill tray; players may choose up to 7 skills and assign them to the fighter of their choice. Some skills can take up multiple slots. Skills may be purchased from Mr. Popo in the Edit Skills mode using the prize money from the World Tournament mode.

There are three types of skills:

Special Moves, which include skills such as the Kamehameha and the ability to become Super Saiyan.

Physical, which includes such skills as Zanku Fist.

Equipment, which includes skills such as the Senzu Bean.

One can also purchase Dragon Balls, and when all of them are collected, Oolong appears and summons Shenron, giving the player a choice of three Breakthrough Capsules; these allow a player to use all of a character's moves and abilities at once at the cost of every slot in the skill tray.

The game follows the Dragon Ball Z timeline starting with Goku and Piccolo's fight with Raditz up to Gohan's final battle with Cell with a total of 23 playable characters. Features included in the game were a story mode, a versus mode, a tournament stage, a practice mode, and an items shop which allowed the player to purchase various customization abilities using money that was gained through the various challenges in the story mode and tournament victories to customize and make the most powerful warriors.

The Story Mode consists of 3D cutscenes adapted from the series. Unlike later Budokai games, the story mode is similar to most other fighting games (in which cutscenes occur between battles). The story mode covers 3 Sagas: Saiyan, Namekian, Android Sagas. The player automatically collects capsules (or sometimes Dragon Balls and characters) at the end of each battle. Also, more levels are unlocked during a second playthrough. At the end of every saga there are bonus "what if" episodes, and one plays as the main villain of that saga; Vegeta, Frieza and Cell respectively.

Despite only including the story up to the Cell Saga, the game has some elements from later parts of the series: the Great Saiyaman is a playable character, Tien has the blue outfit he wore when he faced Super Buu (minus the cape) as an alternate costume, Vegeta has his

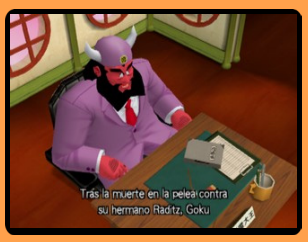
outfit from the episodes before the 28th World Martial Arts Tournament at the end of Dragon Ball Z, Android 17's alternate costume has the coat he wore in the Super 17 Saga in Dragon Ball GT, and Mr. Satan uses the Game Boy bombs he attempted to attack Majin Buu with in both of his ultimate attacks.

The World Tournament allows players to compete against a computer-controlled character in a Martial Arts Tournament.

Dueling mode allows a player to fight a computer-controlled character at a preset skill level, or two human players to fight each other using any custom skills. A player may also watch a fight between two computer-controlled fighters.

Legend of Hercule (Legend of Mr. Satan in the European and Japanese versions) is an optional mode unlocked through capsules. In this mode, players control Hercule as he defeats several opponents, arcade-style. Some fights have special conditions, such as only using Ki to attack, or defeating the opponent within a time limit. The final opponent is Perfect Cell.

Unlike later games in which transforming gave a slight percentage of attack increasement, each transformation in Budokai gives each character a 10% attack increase, making characters who can transform the most powerful characters in the game, though the ki consumption rate was incredibly high as characters transformed. Later Budokai games gives characters smaller increases or fixed increases depending on transformations, being no more than 10% extra for each transformation (this makes Goku theoretically the strongest character in terms of sheer attack power since he has the most transformations, though the ki consumption at the point of his Super Saiyan form requires a lot of ki charging and even then is easy to fall to lesser forms).



Originally, the European version of the game called Mr. Satan by his original name, but this was changed to Hercule in later releases.

The North American versions feature English voice acting from the North American Funimation dub, while the European versions feature the original Japanese voice acting and several European languages text translations.

A cel-shading effect was added to the graphics in the GameCube version.

The game received "mixed or average" reviews on both platforms according to Metacritic. Entertainment Weekly gave the game a C and said that its characters, *"while lacking artistic detail, still yell, grunt, and move almost exactly like their broadcast counterparts."*

Many critics complained about the GameCube version's simple interface and the fact that combos weren't worth the payoff. However, more complex combos were possible due to an oversight in the move canceling feature but were rarely known at the time.

These oversights were turned into an important part of the system in the later games and were what high level play tended to revolve around.

The game had shipped 3.5 million copies on PS2 by June 2003. It sold a total of 543,000 copies on PS2 in Japan according to Famitsu's 2003 year end chart. In the United States it sold 2.04 million copies.

The game was re-rendered in HD for the 2012 Dragon Ball Z: Budokai HD Collection for the PlayStation 3 and Xbox 360, though anything outside of battle gameplay is displayed in 4:3 instead of 16:9.

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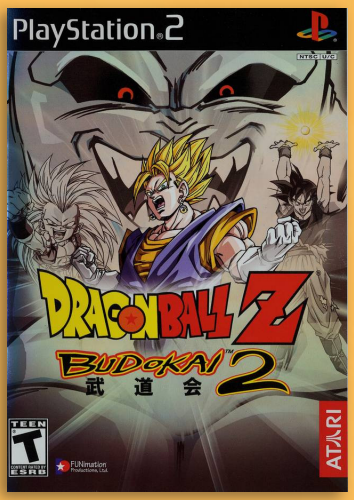
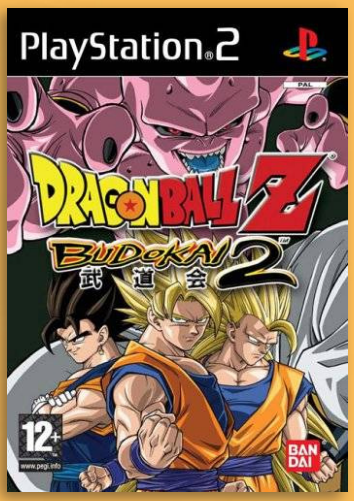
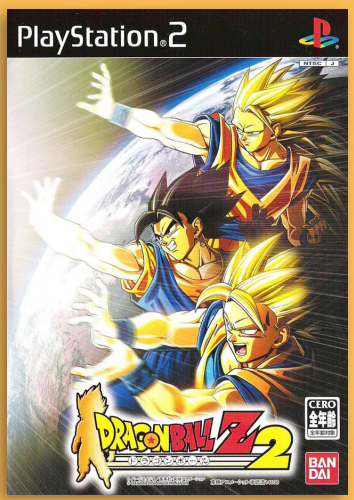
6.6

Dragon Ball Z: Budokai 2







J N P

Developer	Dimps Corporation
Publisher	Atari, (jp) Bandai
Release date	(eu) November 14, 2003
Genre	Fighting
Mode	1-2 Players

Dragon Ball Z: Budokai 2, released as Dragon Ball Z 2 in Japan, is a sequel to Dragon Ball Z: Budokai. The GameCube version was released over a year later for all regions except Japan, which did not receive a GameCube version, although the European GameCube version did feature the Japanese voiceover. This year long difference allowed for the opportunity to improve the graphics slightly, add more difficultly settings, and add new costumes in all versions.

Budokai 2 feature cel-shaded graphics to mirror the look and feel of the combat in the TV series. In order to experience the full potential of the game, a Memory Card is required to obtain and edit skills, and create custom characters. The basic fighting encompasses a Health bar and a Ki bar as a part of the visible HUD. When the health runs out, the character loses (as in most fighting games). Ki is required to perform special moves and Ki Blasts. Combos are performed by entering a series of P (punch), K (kick) and E (energy) buttons, as well as the directional buttons. Characters also have the ability to dodge and guard against attacks with the G (guard) button.

Also included are special attacks and ultimate attacks. These attacks are usually signature techniques of characters seen in the series, such as Goku's special, the Kamehameha wave, and his ultimate, the Spirit Bomb. While special attacks can be formed simply using the E and directional buttons, Ultimate attacks are more complicated and require a combination of the P, K, and E buttons. In addition to this are the varying mechanics for ultimate attacks. Some will automatically work upon their execution, while others require time-sensitive button inputs, rotating the control stick to build power, or struggles which require both players to rotate the control sticks and outperform the other. This is the first fighting game in the series to add button sequence when doing certain attacks (such as ultimate moves, continuous ki blasts, etc.).

Where Budokai 1 covers the events of Dragon Ball Z up to the Cell Games Saga, Budokai 2 covers the events of the Dragon Ball Z series up to the

Kid Buu Saga. While the first game uses a chapter interface to guide the player through the sagas, Budokai 2 uses a much different interactive game board. Each game board represents a different saga of the series.

Since the game covers events up to the Kid Buu Saga, it includes characters and transformations seen after the Cell Games Saga. For example, Goku and Vegeta can now transform into their highest levels of Super Saiyan seen in Dragon Ball Z. Characters such as Adult Gohan and Majin Buu are also playable. However, the game also removes certain characters, such as Kid Gohan, Zarbon, Dodoria and Android 19. Characters like Frieza and Cell also no longer have the ability to transform and are in their final forms by default.

Another new feature of the game is the introduction of fusion characters such as Vegito and Gotenks. These characters are not conventionally selected from an in-game character roster. Rather, actual fusions are performed mid-fight either through the Potara or the Fusion Dance. Furthermore, is the addition of "What-if" characters such as Tiencha (Yamuhan in the Japanese version) and Gokule (Gotan in the Japanese version), as well as new absorption forms for Super Buu such as Vegeta absorbed, Cell absorbed, Frieza absorbed, and Tien & Yamcha absorbed. In story mode, brand new enemies such as Majin Frieza and Majin Cell can now be fought.

As in Budokai 1, each character is able to be customized by using a 7-slot skill tray. Players may choose up to 7 skills and give them to a fighter. Skills can take from one to seven slots. There are three types of skills: "Special Moves" which includes skills such as the Kamehameha and Super Saiyan, "Physical" which includes such skills as Super Dragon Fist and Zanku Fist, and "Equipment" which includes skills such as Senzu Bean and Bulma's Wish.

In the Japanese version of Budokai 2 there are references to Akira Toriyama's Nekomajin manga. This includes an extra level in Dragon World and Frieza's son Kuriza as one of Frieza's alternate costumes. Also included are the Cell Games Tournament and the Z difficulty level, both of which were added to the GameCube version of Budokai 2, and later to all versions of Dragon Ball Z: Budokai 3.

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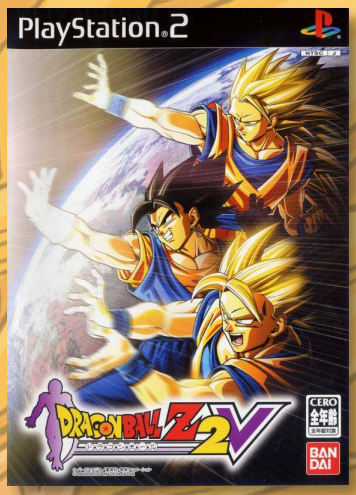
Dragon Ball Z 2V



Dragon Ball Z 2 V is a Japanese-exclusive, revamped version of Dragon Ball Z: Budokai 2. Only 2,000 lucky V-Jump readers in Japan had the chance to own the game.

Around the time of the release of Dragon Ball Z: Budokai 2, V-Jump announced their limited edition version of the game entitled Dragon Ball Z 2 V (The "V" standing for V-Jump). V-Jump announced only 2,000 readers would receive the game. Apart from keeping the same bonuses from the Japanese version of the game, one of this special edition's most talked-about features was the ability to use as Cooler as an alternate costume for Frieza. This was featured in the magazine, and even in the game cover where a purple silhouette of Cooler appears next to the "D" of the Dragon Ball Z logo. The introduction of a movie character to the game served as an precedent for Dragon Ball Z: Budokai 3.

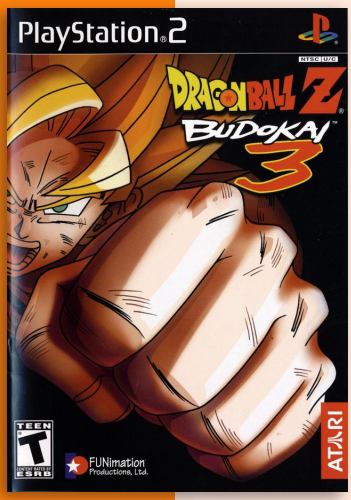
One of the game's most interesting features is the 100% completion at start. All capsules, characters, and stages are unlocked from the beginning. Another interesting difference from Budokai 2 is the game's manual: the manual's art is similar to the boxart but in a style which resembles the 2002-2005 Kanzenban covers of the Dragon Ball manga.

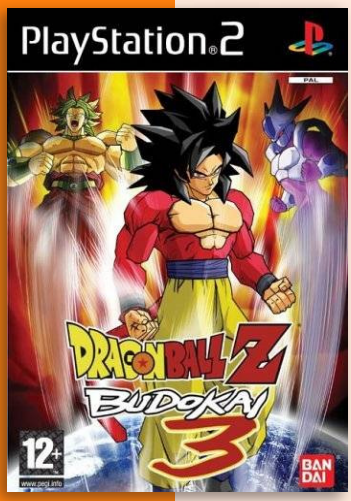
This is obviously considered the rarest Dragon Ball video game, since only 2,000 people own an original copy of it.

The V-Jump article announcing the details of Dragon Ball Z 2 V

Dragon Ball Z: Budokai 3

7.7





J N P

Developer	Dimps Corporation
Publisher	Atari, (jp) Bandai
Release date	(us) November 16, 2004
Genre	Fighting
Mode	1-2 Players

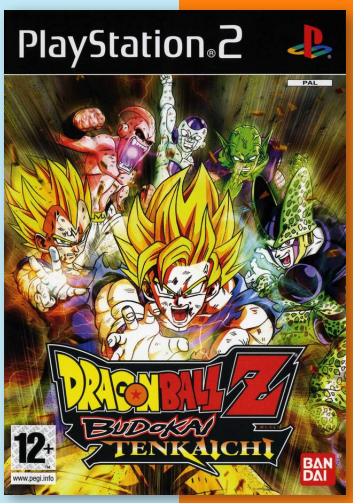
Dragon Ball Z: Budokai 3, released as Dragon Ball Z 3 in Japan, was released in North America in both a standard and Limited Edition release, the latter of which included a DVD featuring a behind the scenes looks at the game's development.

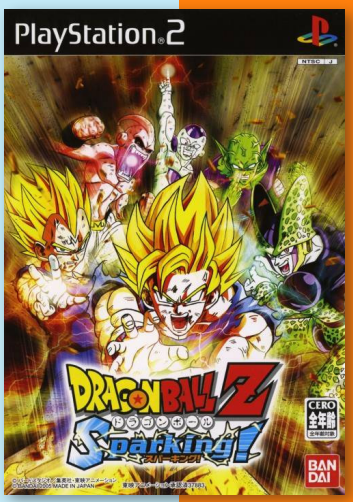
The game's story mode yet again plays through the events of the Dragon Ball Z timeline, and the game includes several characters and events from the Dragon Ball Z movies (like Cooler, Broly and Bardock), Dragon Ball GT (like Super Saiyan 4 and Omega Shenron), and the original Dragon Ball series itself (Kid Goku). Players fly around a map of Earth and Namek, which changes depending on the Saga. Story Mode was originally intended to have storylines for every playable character in the game as proven by audio logs, but were cut down to just eleven characters, likely due to time constraints. Other features the game includes are a versus mode, an items shop, a tournament, and a battle ranking stage where the player has to challenge the AI in a hundred fighter challenge. Moving a spot above after beating who ever is next in the ranking. The fighting mechanics have also been enhanced from the preceding 2 games making the game closer to its anime counterpart in terms of combat (which was well received by fans of the series and gamers alike). Budokai 3 has a roster of 42 playable characters in recent releases of the game.

Like Budokai 2 before it, the Japanese version of Budokai 3 added several costumes not present in the North American and European versions. The North American Greatest Hits version of Budokai 3 adds these costumes, as well as the option to switch the audio to Japanese for the first time in North America. This version was also released in Europe as a re-release of the game under the title Dragon Ball Z: Budokai 3 - Collector's Edition. From this release onwards, all Dragon Ball Z games in North America and Europe were released with dual voice language options in English and Japanese in order to please all fans. as well as some graphical tweaks.

Dragon Ball Z: Budokai Tenkaichi

7.2





Developer	Spike
Publisher	Atari, (ko, jp) Bandai
Release date	(jp) October 6, 2005
Genre	Fighting
Mode	1-2 Players

Dragon Ball Z: Budokai Tenkaichi, originally published as Dragon Ball Z: Sparking! in Japan, is the first installment in the Budokai Tenkaichi series.

The game is not considered a part of the Budokai series of games, despite its misleading title. In addition to a completely different game engine, the game was developed by an entirely different company. The game is also titled differently from the rest of the Budokai series in Japan. Were it a true Budokai game, it would have been Dragon Ball Z 4 in Japan. Speculation on the English re-title is that Atari chose to market the game as part of the Budokai series in order to capitalize on a pre-existing market of fans already familiar with said game series. The English version also uses a great deal of sound effects and background music made for the Budokai series.

The game features 58 playable characters with a total of 90 playable forms from the various TV series and movies. In addition, this game has fully destructible environments.

The game is quite different from the often-compared Budokai series; it uses a "behind-the-back" camera perspective. Many say that the game feels like a combination of the Budokai series and the game engine from Dragon Ball Z: The Legend for Sega Saturn and PlayStation. Although the engine is more like a typical third-person shooter, it is difficult to master.

Unlike the Budokai series, there are no in-game transformations, but characters can also be selected from the get go in their initial transformation (for example, starting a battle in Super Saiyan, instead of base form).

In the game, a base character can have multiple "forms" to choose from on the character select screen (for example, Perfect Cell is a different "form" from 1st-form Cell, but they are both selected from the base Cell character).

The Budokai Tenkaichi series has been met with average reviews. Numerous reviews praised the games' high fighter count and detailed cel-shaded graphics, as well as the high amount of fan service.

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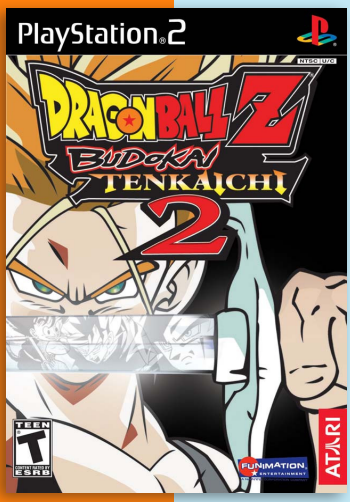

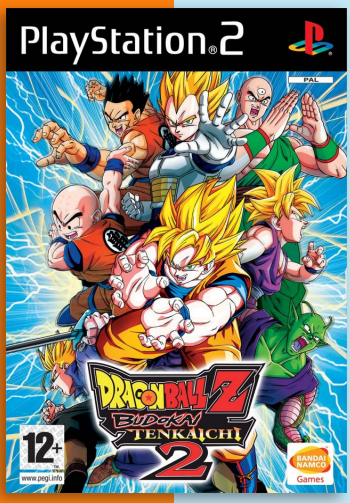

J N P

Dragon Ball Z: Budokai Tenkaichi 2

Developer	Spike
Publisher	Atari, (jp) Namco Bandai Games, (ko) Bandai
Release date	(jp) October 5, 2006
Genre	Fighting
Mode	1-2 Players

Dragon Ball Z: Budokai Tenkaichi 2, originally published as Dragon Ball Z: Sparking! Neo in Japan, is the second installment in the Budokai Tenkaichi series. The PS2 title originally featured 100 characters in 136 forms and 16 stages, though the Japanese and PAL Wii versions came with five additional characters (Demon King Piccolo, Cyborg Tao, Appule, Frieza Soldier, and Pilaf Robot/combined form) and an extra stage as compensation of their late releases.

Some additional bonus material within the game was the special story modes specifically given to Zarbon and Raditz, whom were attentively treated particularly well with their own game modes, unlike any other characters. One element of Tenkaichi 2 that is absent from Tenkaichi 1 and Tenkaichi 3 is that the story mode allows the player to fly around the Earth and Planet Namek, which was also featured in Dragon Ball Z: Budokai 3. Also during cutscenes more than two characters can be seen on the screen which is more than the other two. In character selection there is a minor glitch in one of the character's name.

Critical reaction has been positive. Numerous reviews praised the game's high fighter count and detailed cel-shaded graphics, as well as the high amount of fan-service to DBZ fans. Some people, however, have taken issue with the game's complex controls. Mark Bozon at IGN said *"The sheer speed and complexity of the controls may turn some people off, but the general combat will eventually come down to two buttons, making the game amazingly easy to learn, but nearly impossible to fully master."* Many have said that the game is a *"DBZ fan's wet dream,"* with VGRC.net stating *"non-DBZ fighting game fans might even want to give it a spin as well."* The game received the 'Best Fighting Game of the Year' award from X-Play, which is surprising since most Dragon Ball Z games are rated from mediocre to poor in their ranking system.

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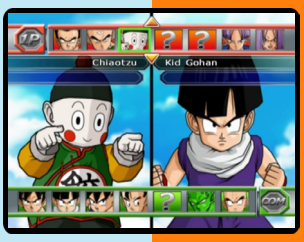

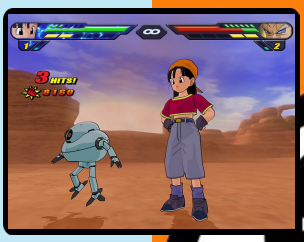

Dragon Ball Z: Budokai Tenkaichi 3

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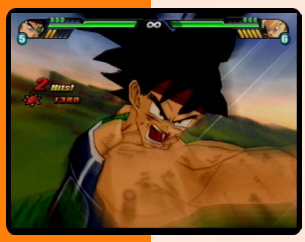


J N P

Developer	Spike
Publisher	Atari, (jp) Namco Bandai Games, (ko) Bandai
Release date	(jp) October 4, 2007
Genre	Fighting
Mode	1-2 Players

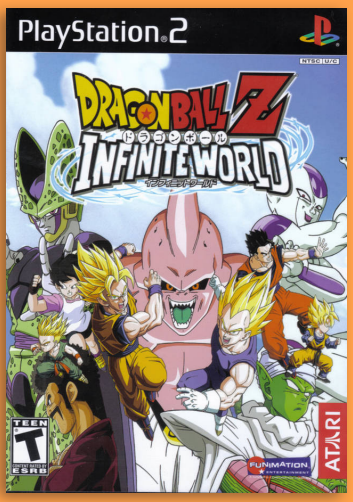
Dragon Ball Z: Budokai Tenkaichi 3, originally published as Dragon Ball Z: Sparking! Meteor in Japan, is the third and final installment in the Budokai Tenkaichi series.

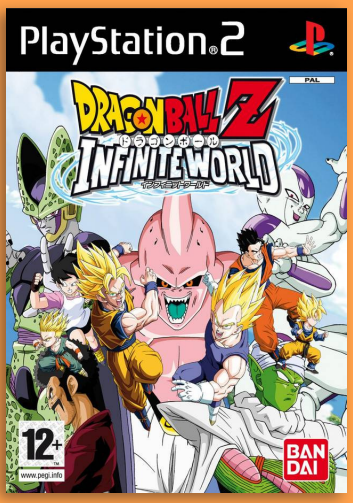
Tenkaichi 3 features 98 characters in 161 forms, the largest character roster in any Dragon Ball Z game at release, as well as one of the largest rosters in a fighting game.

Several new notable features include: Battle Replay, night and day stages. Night and day stages allow for more accurate battles in Dragon Ball History, as well as the ability to transform into a Great Ape by using the moon (although Saiyans such as Scouter Vegeta can still transform in daytime via artificial moons). There are also several other time differences, such as dawn and afternoon. Not all stages provide different times. The player can also change the aura of their character. As compensation for the lack of online, Spike added a new "Disc Fusion System" to the PS2 version: inserting a Tenkaichi 1 or Tenkaichi 2 disc during play unlocks Ultimate Battle or Ultimate Battle Z, (using discs of different regions will not work), modes featured in the respective games needed to unlock them. The game also supports 480p for both the Wii and the PS2 versions.

Other features include more combo attacks or character specific combos, Blast Combos, and the Z Burst Dash. The additional combo attacks will be able to help chain in more attacks for more damage and longer combos. The Blast Combos are normal combos used in the game, however by inputting another button into the attack will allow the player to use a blast attack for extra damage. Depending on the moves of the character the player might not be able to use this feat such as Videl or Hercule. The Z Burst Dash is a much faster and more evasive version of the Dragon Dash. It allows the user to get behind the opponent at high speeds for either a strike or to avoid a blast 2 attack. The drawback to this technique is that it will rapidly drain the player of energy.

4.8





J N P

Dragon Ball Z: Infinite World

Developer	Dimps Corporation
Publisher	Atari, (jp, ko) Namco Bandai Games
Release date	(us) December 4, 2008
Genre	Fighting
Mode	1-2 Players

Dragon Ball Z: Infinite World is a fighting game based on the anime and manga series Dragon Ball.

The game's mechanics are essentially the same as the Budokai games, with some elements carried over from Burst Limit. Players take control of and battle various characters from the Dragon Ball franchise. 42 characters are playable, in comparison with Budokai 3, which had thirty-eight characters in its roster.

The story mode, called Dragon Mission, is displayed as a map with various objective missions icons that retell some of the battles within Dragon Ball Z and Dragon Ball GT. Players take control of their icon, a Goku avatar, by walking or running to an available mission icon. These missions range from standard and timed endurance battles. Other missions include mini games such as on-foot searches, races to reach a destination or find an item, timed button sequence responders and first person shooters.

Skill capsules are carried over from the Budokai games. They allow players to customize characters with a variety of special techniques and attributes. The capsules can be bought with Zeni, and the more of the same capsule a player buys, the stronger their effects become. This differs from the Budokai games, where skills had to be placed multiple times on a character for them to become stronger.

A mode called "Fighter's Road" becomes available after certain goals are met. Players participate in a series of battles on four of the maps from the Dragon Mission mode. Like Dragon Mission, players are rewarded a certain amount of Zeni after every victory. They are also rewarded more Zeni according to how many battles they've won when they exit.

The game was first announced in August 2008 by Atari's French website. The announcement stated that the game was in development by Dimps and would retain many of the qualities found in the Budokai series, yet they would include new innovations such as the Dragon Mission mode and a simplified combat system from Burst Limit. It was also promised that the game's roster would include up to forty playable characters, not including transformations and was given a European release date of sometime in December of that year. Included with the announcement were several screenshots which revealed gameplay of the combat system and four of the mini-games from both the Saiyan and Android sagas. This was followed by an announcement posted on Atari's North American page revealing that they would retain the Infinite World title and a release date sometime in November. Around the same time, V Jump announced the game would be released in Japan and that the game would also utilize the Infinite World title. In September, more information was released stating that the capsule system would be brought back and the audio would include the both English and Japanese voice talent. In October, Famitsu posted more screenshots revealing more mini-games within the Frieza

and Cell sagas. On October 15, Atari released a press statement announcing that the game was completed. A few days later the game was unveiled at the Tokyo Game Show.

According to producer Riyo Mito, the game's title Infinite World implies the immense gameplay of the epic Dragon Ball universe within the scope of the game's Dragon Mission mode, he also said that this is the fourth installment of the "Budokai" series. The game was specifically chosen for the PlayStation 2 to target fans that did not have access to the PlayStation 3 and Xbox 360 consoles to play the previous title, Burst Limit, at the time.

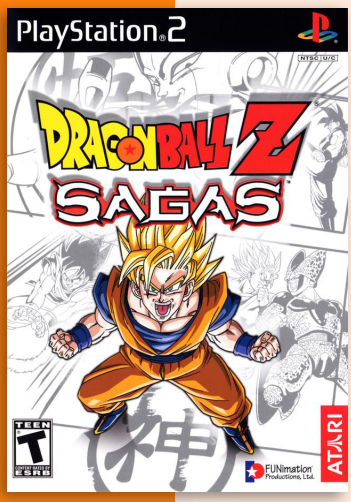
Composer Kenji Yamamoto returns to provide music for the game along with Kanon Yamamoto, with both credited as Kenz and Canon respectively. There are twenty-two pieces created exclusively for the game, with the rest carried over from the previous three Budokai games. The game's theme songs "Hikari no Sasu Mirai e!" and "Dragon Ball Party" were written by Yuriko Mori and performed by Hironobu Kageyama. However, the game's North American packaging only features Kageyama as a contributor, and the game's instruction manual does not list any music credits, causing people in the gaming community, not familiar with the material, to believe that Kageyama was the game's composer. Some game critics have gone on to record in their reviews citing the music as the superior part of the game. The new music was released as Dragon Ball Z: Infinite World Original Soundtrack by Lantis on January 7, 2009, while the theme songs were released as a single by King Records on Christmas Day 2008.

Following the game's release, Infinite World went on to become the second top-selling game in Japan, selling 76,452 units the first week in the country right behind Professor Layton and the Unwound Future. It was reported that the game, along with Backyard Baseball and Alone in the Dark, helped Atari out of their financial slump with a net 44.5 percent increase.

Despite its sales, the game received mixed reviews and earned aggregated scores of 48/100 on Metacritic and 50.80% on GameRankings. Greg Miller of IGN called the gameplay repetitive and concluded his review stating *"Do not play Dragon Ball Z: Infinite World."* McKinley Noble of GamePro called the Dragon Mission mode too daunting and compared the game's time rings to those of Superman 64. Yet it was still called a satisfying game for true "hardcore" fans of the show. Dakota Grabowski of GameZone stated that the game *"couldn't be anymore insipid even if it tried"*. Robert Workman of GameDaily called the quests lame, the mini-games ridiculously bad, and the game itself boring. He went on to suggest that players looking for a Dragon Ball Z game buy an earlier title.

Dragon Ball Z: Sagas

4.9



Developer	Avalanche Software
Publisher	Atari
Release date	(us) March 22, 2005
Genre	Beat-'em-up
Mode	1-2 Players

Dragon Ball Z: Sagas is the first and only Dragon Ball Z game to be released across all sixth generation consoles, the first Dragon Ball Z console game to be developed by a non-Japanese developer, and the first Dragon Ball Z game to be released on a non-Japanese console: the Xbox. It also ended up being the only Dragon Ball Z game to be released on the original Xbox, while the Japanese machines (mainly PlayStation 2) continued to get a steady stream of Dragon Ball related games, all of which are still made by Japanese developers.

The game features a single-player adventure mode which ranges from the beginning of Dragon Ball Z through the destruction of Cell. Additionally, the entire game can be played cooperatively with two players. There are about 19 levels in the game, which are split into different sagas: Saiyan Saga, Ginyu Saga, Frieza Saga, Yardrat Saga, Trunks Saga, Androids Saga, and the Cell Games Saga. In the levels of the game, the player completes many quests, buys upgrades, kills many opponents, and fights powerful bosses.

Sagas has fighting-based gameplay with new abilities becoming available via upgrade. There are three basic fighting styles: Melee, Combo, and Ki. Melee attacks are often swift and leave the opponent temporarily stunned. Combo attacks are several consecutive punches or kicks to the opponent which may contain up to 10 hits. Ki attacks are energy blasts that rely on a rechargeable meter for power. The most powerful ki blast is the "Special Move" found in the first level.

Sagas received mixed reviews adding up to a 53% on Game Rankings. IGN gave the game 4 out of 10, claiming that, *"In the end, Dragon Ball Z: Sagas fails in all departments. It's nowhere near as fun or functional as the Budokai games, and completely fails in taking the series into a new direction."* The reviews were mainly a result of lack of gameplay. IGN also claims that *"The lack of characters, sagas, and moves is what brings the game down. There is no reason why the very great Dragon Ball Z franchise should be taking a step backwards."*

"dragonball.wikia.com"

Dragon Blaze

5.7

Developer	Psikyo
Publisher	505 Game Street
Release date	(eu) June 23, 2006
Genre	Shoot'em up
Mode	1-2 Players

Dragon Blaze is a 2D vertically scrolling shoot 'em up where players take control of one of four dragon riders in a fantasy themed setting.

As players make progress through the colorful stages and fight of fantasy teamed enemies weapon power-ups in the form of swords can be retrieved. The dragon and rider can separate for a strong close range attack.

"mobygames.com"

P

Dragon Quest & Final Fantasy in Itadaki Street Special

7.6

J

Developer	Square Enix
Publisher	Square Enix
Release date	(jp) December 22, 2004
Genre	Board
Mode	1-4 Players

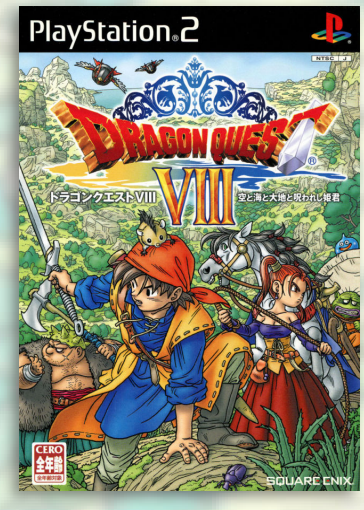
Itadaki Street Special is the fifth title in the long-running Itadaki Street series. While earlier titles had references to the Dragon Quest series, this one prominently features dozens of characters and boards from both Dragon Quest and its once-rival Final Fantasy, not to mention copious other fan service such as arranged music.

The same basic gameplay of the previous titles is retained - players move around the board purchasing properties and investing in districts to earn money - but this is the first title in the series to make any significant changes to the game's structure with the introduction of the level-up system. Rather than simply counting laps around the board, players earn EXP from various actions such as collecting suits or reaching the bank, and leveling up will increase the money they earn when reaching the bank. The game has also been rebalanced to be more forgiving to novice players, along with a wide range of other minor changes.

The main new mode in this entry is the "Sphere Battle" mode, which replaces the chance card board with so called Sphere Dice, resembling the Sphere Grid from Final Fantasy X, and which causes various random effects to occur when it is rolled.

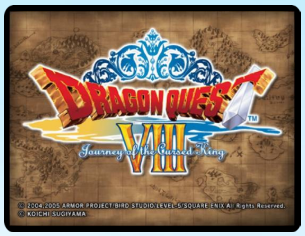
Ultimate Hits

8.9



J N P

Dragon Quest VIII: Journey of the Cursed King



Developer	Level-5
Publisher	Square Enix
Release date	(jp) November 27, 2004
Genre	Role-playing
Mode	1 Player

Dragon Quest VIII: Journey of the Cursed King, known in the PAL regions as Dragon Quest: The Journey of the Cursed King, is a role-playing game released for the PlayStation 2. It was first released in Japan in 2004, and was later released in North America in 2005 and PAL regions in 2006, making it the first main series installment released in the PAL region. It is the eighth installment of the popular Dragon Quest series and it is the first English version of a Dragon Quest game to drop the Dragon Warrior title.

Dragon Quest VIII follows the silent Hero, the main character, and his party of allies as they journey towards the goal of defeating the wicked Dhoulmagus. The kingdom of Trodain has been cursed by Dhoulmagus, with the King, Trode, and his daughter, Medea, transformed into a troll and a horse respectively, and it is up to the Hero to return them to their original form and save the kingdom.

The player controls the Hero in a fully three-dimensional environment. Players are able to pan the camera a full 360 degrees around the character, as well as look in a first-person perspective mode. The visual controls allow players to examine people and objects more closely than the top-down perspective of the game's predecessors. With a new fully integrated world, towns and dungeons are no longer identified by two-dimensional icons found on the world maps. Players can guide the Hero across vast landscapes to reach full-size towns and buildings.

Battles are randomly occurring and turn-based. When encountering an enemy, the game switches to a battle scene with the enemies facing the party where characters from both sides take turns attacking each other. These battle scenes have visually changed dramatically from earlier games in the series, yet retain a similar text based menu system for battles. In the earlier games, battles were shown from a first-person perspective. For this installment, the battles are shown in a first-person perspective while choosing what to do, but the view then shifts to a third-person perspective with all of the members of the Hero's party shown on the screen along with the enemies. During battle, each character in the party has the ability to attack, use items, or use magic and skills. New to Dragon Quest VIII is the tension system, which allows the player to choose the "Psyche Up" command for a character during battle. This command allows the player to skip a character's turn in order to build "tension", making that character's next attack stronger. By using it multiple times in succession, the character's attack will do more damage. Another new feature, the Alchemy Pot allows players to mix items in order to create new, stronger items. This can be done while walking on the world map. There is also a monster capturing feature, but it is not as fundamental to the gameplay as it was in Dragon Quest V. The player may find enemies visible on the world map that can be recruited if defeated and used during the Monster Arena mini-game

and during battle.

Through the traditional experience point system, characters advance through experience levels and develop their abilities, similar to previous games in the series. Defeating enemies grants experience points and gold to the party, which allows the player to purchase items and weapons at in-game shops. In addition to this, Level-5 incorporated a secondary skill development system to allow players a chance to customize each character to their liking. After characters gain an experience level past level four, they accrue skill points distributed as the player chooses among five different skills—three different weapon skills (which vary from character to character), "fisticuffs", and a character-specific special attribute. Gaining enough points in a skill can allow the character to gain strength in weapons and learn new abilities and magic spells.

Like the other games in the series, Yuji Horii was staffed as the scenario director. Critics praised the colorful designs done by art designer Akira Toriyama of Dragon Ball fame. Koichi Sugiyama composed the music for the game. Dragon Quest VIII was released in Japan on the morning of November 27, 2004 with a celebration at Starbucks in Shibuya, Tokyo, starting at 6:30 am. Horii and Square Enix President Yoichi Wada both made appearances at the event, and several of the first buyers in line received a toy Slime.

From August through October before the game's US release, the "Simon dTOUR Live" Mall Tour featured playable demos at participating malls across the US. These free events gave away Dragon Quest merchandise and also featured live entertainment. A demo disc for Dragon Quest VIII was also released during the fall of 2005 through Shonen Jump magazine. The game was released in North America on November 15, 2005 and shipped with a playable Final Fantasy XII demo disc. Additions and changes to the North American version of Dragon Quest VIII included voice acting, new animations, enhanced music and sound effects, additional spells and attacks, and a new menu interface. In a Nintendo Direct in November 2015, it was shown that the game would be releasing for the 3DS in 2016.

Dragon Quest VIII was the first game in the series to bear the Dragon Quest name (rather than Dragon Warrior) in North America. Dragon Quest's North American name had been changed due to a trademark conflict with the pen-and-paper role-playing game DragonQuest, published by wargame publisher Simulation Publications in the 1980s, until the company's bankruptcy in 1982 and purchase by TSR, Inc., which then published it as an alternate line to Dungeons & Dragons until 1987. In 2003, Square Enix registered the Dragon Quest trademark in the US, making the Dragon Warrior name obsolete. As this installment of the series was the first after 2003 to be released outside Japan, it was the first to receive the Quest in its title.

Unlike the original Japanese version, the North American and European localizations of the game mark a departure from previous Dragon Quest titles due to the inclusion of voice acting in certain parts of the adventure pertaining to the advancement of the storyline. The game retains the series' tradition of allowing the player to name the lead character, reconciling the two by having the voice acting script skip incidences of the Hero's name, (e.g. the line "Okay, Hero, my boy..." appears on-screen, while the voice acting says, "Okay, my boy...") and occasionally replacing the name with Yangus' nickname for him, "'guv" (as in "governor", pronounced with

a Cockney accent). Unlike some earlier games in the series, which were censored during localization for North America, Dragon Quest VIII had no such censorship. The English translation is credited to Plus Alpha Translations and AltJapan Co., Ltd. Richard Honeywood, of Square Enix's localization office and famous for his work with Final Fantasy VIII and Chocobo Racing, was the main force behind the game's English localization.

In an interview with Horii in London, he mentioned that the 2003 merger between Squaresoft and Enix (creating Square Enix) allowed the company to release more games in more localities, with producer Ryutaro Ichimura adding that *"European tastes have changed because of the influence of anime and cartoons, so Europeans are more willing to receive this type of artwork."*

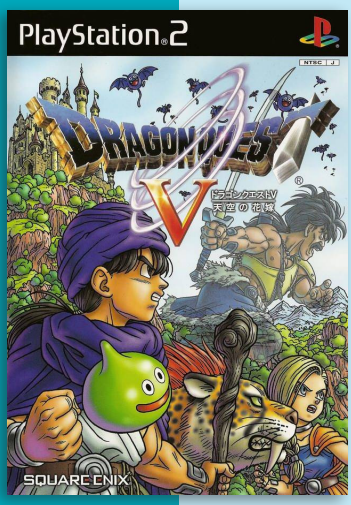
Dragon Quest VIII went on to ship over three million copies within its first week, making it the fastest selling Japanese PlayStation 2 title upon release. By September, 2008, total worldwide shipments of Dragon Quest VIII surpassed 4.9 million copies, of which over 430,000 were from the North American release. Dragon Quest VIII is the biggest selling game ever for the PlayStation 2 in Japan. It was the first Dragon Quest game to receive a score of 39 out of 40 from Famitsu. It won both 1UP.com's and GameSpy's "Best RPG of E3 2005" award, ahead of runner-up Kingdom Hearts.

The US release of Dragon Quest VIII received mostly positive reviews. Critics were quick to praise the 3D cel shaded visuals, noting that it was the first game in the series to be fully three-dimensional. A staple of the Dragon Quest series is the simplicity of its gameplay, a factor which has been criticized in the past. However, several critics pointed out that the simple gameplay works for Dragon Quest VIII. Simon Parkin of Eurogamer called the game *"refreshing"*, comparing it to the contemporaneous Final Fantasy series and games from developer Nippon Ichi Software, which he finds to be too complicated. Bethany Massimilla of GameSpot wrote that the lack of *"dozens of characters of all types"* allows the game to remain simple, letting the player become very familiar with the main characters. Edge magazine, however, commented that the game's substance seemed out of place for 2005.

A majority of reviewers cited the English localization of the game as one of its best qualities.

Dragon Quest V

8.5



Ultimate Hits

Developer	Matrix Software
Publisher	Square Enix
Release date	(jp) March 25, 2004
Genre	Role-playing
Mode	1 Player

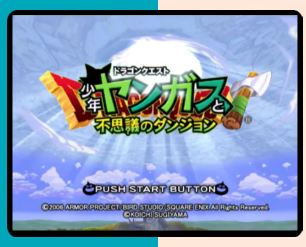
J

This is a enhanced remake of the 1992 Super Famicom game, Dragon Quest V: Hand of the Heavenly Bride. The remake was developed by former Dragon Quest VII art directors, Artepiazza. It features 3D graphics that are similar to Dragon Quest VII, but it utilizes the extra PlayStation 2 graphical capabilities. The Hero and his companions have to fight more monsters in the PlayStation 2 remake than they did in the Super Famicom original, but the character limit on the party has been increased from three to four. Also, there were only 40 monsters available to the player's party in the Super Famicom version of Dragon Quest V due to ROM limitations. The PlayStation 2 remake, however, does not suffer from this restriction. The music is performed by the NHK Symphony.

Another new feature in the remake is the famous local trinkets museum where the player has to collect local specialties from all around the world, return the items back to a character named "Yuujii" (literally old man ghost), and receive rewards for them. The Dragon Quest V remake was the third Dragon Quest to be released in the Square Enix name (after Kenshin Dragon Quest and Slime Morimori Dragon Quest).

Dragon Quest: Shounen Yangus to Fushigi no Dungeon

7.5



J

Developer	Cavia Inc.
Publisher	Square Enix
Release date	(jp) April 20, 2006
Genre	Role-playing
Mode	1 Player

The game is part of the Dragon Quest franchise. Tis entry to the Mysterious Dungeon series stars twelve-year old thief's son Yangus.

Shōnen Yangus is a so-called 'roguelike', an RPG featuring extensive explorations of dungeons randomly generated at the beginning of each game. Unlike roguelikes the game has turn-based combat and as such isn't an action-RPG.

Dragon Rage

5.0

N P

Developer	3DO
Publisher	3DO
Release date	(us) November 27, 2001
Genre	Action, Shooter
Mode	1 Player

The player controls an escaped dragon named Cael Cyndar in a mission to save the dragon race from extinction by the orcs. The dragon's attacks include ramming, biting, grabbing & dropping, and breathing fire. Whenever Cael eats orcs, he gains Mana points. Eating farm animals replenishes Health. Levels include rescuing dragon eggs and sprites, destroying fortresses, passing through magical gates, and stopping orcs.

Dragon Shadow Spell

8.5

Developer	Flight-Plan
Publisher	Flight-Plan
Release date	(jp) January 18, 2007
Genre	Turn-based strategy
Mode	1 Player

Dragon Shadow Spell is a strategy RPG. Players take control of Kaito, a Variant-in-training. As with most SRPGs, enemy and player movement is indicated by a columned area to the right of the screen that dictates the sequence in which said player or monsters will have his/her/its turn. All battles take place on a isometric plane where the standard conventions of SRPGs come into play.

J

Dramatic Soccer Game: Nippon Daihyou Senshu Ninarou!

8.0

J

Developer	Scarab
Publisher	Enix Corporation
Release date	(jp) May 23, 2002
Genre	Sports
Mode	1 Player

In this text-heavy simulation Dramatic Soccer Game: Nippon Daihyou Senshu Ninarou!, players are charged with the task to become a new figurehead of the Japanese national team whose goal is to become the champion of the World Soccer 2002 tournament. Features include standard single player, versus, world cup, and dramatic story modes.

Dragon's Lair 3D

7.2

Developer	Dragonstone
Publisher	THQ, (us) Encore Software, Inc.
Release date	(eu) March 26, 2004
Genre	Action-adventure
Mode	1 Player

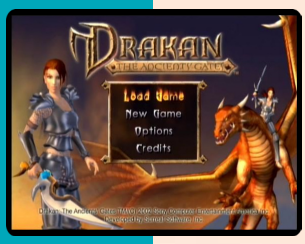
Dragon's Lair 3D: Return to the Lair, known as Dragon's Lair 3D: Special Edition in Europe, is an action-adventure game based on Cinematronics' 1983 laserdisc arcade game Dragon's Lair. It follows a similar story; the hero, Dirk the Daring, must enter the evil wizard Mordroc's castle to rescue Princess Daphne from Singe the Dragon. Many of the characters and locations from the 1983 original make appearances in the game, along with new puzzles, rooms and enemies. Animator and director Don Bluth, who produced the cartoon animation for the arcade original, also produced two new animated sequences for the opening and ending of the game. The game uses cel shading to mimic the distinctive style of the original.

The game received "mixed or average reviews" according to Metacritic.

P

Drakan: The Ancients' Gates

7.8



N P

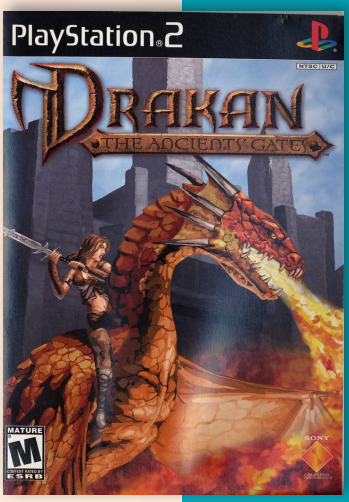
Developer	Surreal Software
Publisher	SCEA, (eu) SCEE
Release date	(us) January 28, 2002
Genre	Action-adventure
Mode	1 Player

Drakan: The Ancients' Gates is an action-adventure game with role-playing elements. It is the sequel to the 1999 PC game Drakan: Order of the Flame.

The gameplay is fairly identical to its predecessor. It's a third-person perspective action-adventure that consists of two main gameplay parts - in the air and on the ground.

When flying in the air while riding Arokh the dragon, the duo is superior to any ground-based foe, but to defeat flying enemies takes a great deal of maneuvering and aiming. Arokh can target enemies using the R2 button and spew powerful fireballs in their direction

When on the ground, the player controls main character Rynn directly.



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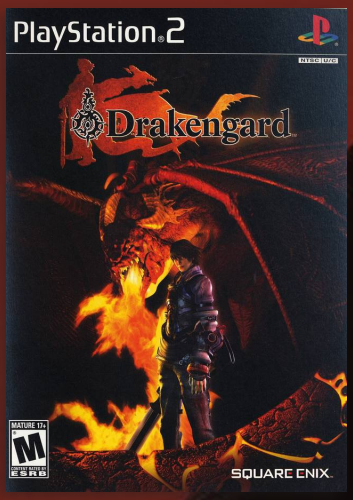
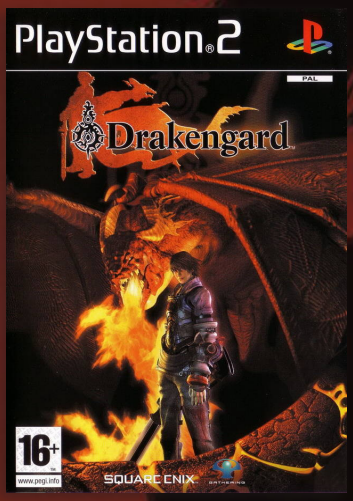
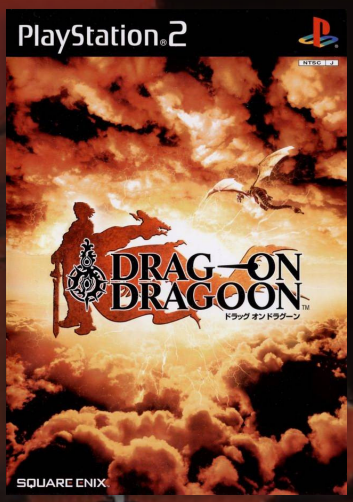






Drakengard

Developer	Cavia Inc.
Publisher	Square Enix, (eu) Gathering
Release date	(jp) September 11, 2003
Genre	Action role-playing
Mode	1 Player

The game is the first installment of the Drakengard series.

Drakengard takes place in a medieval dark fantasy world called Midgard. The world is protected from falling into chaos by the Seals, objects magically linked to a woman chosen as the Goddess of the Seal. If the seals and the Goddess were destroyed, malevolent beings known as the Watchers would enter the world to destroy humanity. A key element of the world is the ability for a human and a beast to form a pact, a ritual that ties their souls together and grants great power. Their lives become bound by the pact, and the human pays a price for it in the form of some attribute (e.g. their voice, their eyesight or their ability to age). During the events of Drakengard, the Union, which protects the Seals, is in the midst of a religious war with the Empire, a power led by a cult who believe that destroying the seals will bring them good fortune.

The story is set during a religious war between two factions—the Union and the Empire—with the war tipping in favor of the Empire. The player controls Caim, a deposed prince of the Union, in his quest for vengeance against the Empire. Wounded in battle while protecting his sister Furiae, he is forced to make a pact with a red dragon named Angelus. As they journey together, they join with Hierarch Verdelet on a quest to prevent the Empire from destroying magical seals that keep the world in balance: Furiae acts as the central seal, and her death will drop the world into chaos.

Drakengard is an action role-playing game featuring three types of gameplay: ground missions, aerial missions, and Free Expedition Mode. The gameplay modes are called Ground Mode, Strafe Mode, and Air Mode. In some levels, players can switch between ground-based and aerial combat. Ground-based gameplay primarily has the player controlling the main protagonist, Caim. He has access to three types of attack: a standard sword-slash, a magic attack and a dash attack that throws enemies to the ground. Additional weapons can be accessed and swapped via the menu. Weapons gain experience levels through use, dealing more damage as a result. Each has a four-level cap. The player can access up to eight weapons during a mission. Pressing the attack button repeatedly while in combat with enemy units triggers combos, and pressing another button mid-combo will trigger a special attack which will temporarily incapacitate enemy units in the immediate area. The player can also temporarily switch between Caim and an assigned ally, who shares similar attacks but deals more damage. These allies are gained in optional levels and can only be summoned a limited number of times.

In aerial combat missions, players control Caim's dragon partner Angelus. During these moments, players are directed against multiple aerial targets that must be destroyed in order to win. As Angelus gains experience points through combat, she levels up and is able to do more damage – similar to the weapons used in ground-based

combat. Boss battles are all located in these aerial stages. Angelus has access to two types of standard fire attacks: a free-aim blast that causes high damage, and homing bolts that can hit multiple targets but do less damage. Homing shots can be dodged or countered by some enemy types later in the game. Angelus can also perform a special area-affecting magical attack that damages or kills multiple enemy units. She can be used to quickly traverse battle areas during primarily ground-based missions. Players can summon Angelus during certain ground-based missions and play her in Strafe Mode. Controls are identical to ground-based combat. Pressing the select button causes Caim to dismount Angelus. Caim and Angelus level up during combat in different ways: as Caim levels up, their shared health meter grows, while Angelus' leveling increases the damage her attacks do to enemy units.

Players can navigate the game world and select missions via a world map accessed between levels. While playing, a mini-map allows the player to see enemy locations, and a full-screen map can be switched to that covers the entire area and shows mission objectives. Drakengard's levels are called verses, and the verses are grouped across thirteen chapters. Each level has a time limit of one hour for players to complete them. Normal levels are numbered, while additional levels are marked by Roman numerals. The game features five endings: the normal ending and four additional endings which are unlocked when certain conditions are met, such as completing optional chapters or obtaining powerful weapons.

The original idea for Drakengard originated between Takamasa Shiba and Takuya Iwasaki when they were working at Cavia. It was conceived as an aerial battle game similar to Ace Combat. The four-year development was Shiba's first project as a producer. The team developing the game went under the moniker of "Project Dragonsphere". As development progressed, ground-based battles were also incorporated after the success in Japan of Dynasty Warriors 2. Creating the change from ground to aerial gameplay was exceptionally difficult for the team as they encountered problems with the PlayStation 2 hardware. Jun Iwasaki, president and chief executive officer of Square Enix USA, described Drakengard as a *"perfect hybrid of genres"*, citing its story and gameplay as reasons why it would be enjoyed by players who wanted a *"deeper action game"*. Speaking in 2013, Shiba commented that Cavia had been inexperienced in creating action games, and as such it was not up to the standards of its contemporaries. The game's battle scenes were inspired by films such as the 1999 version of The Mummy and its spin-off The Scorpion King, as well as films like Dragonheart and epic films from Asia. Iwasaki was unable to take up the position of director because of other projects he was involved with: the position instead went to Yoko Taro. Cavia staff member Yosuke Saito acted as the game's programmer—Saito would go on to work on later entries in the series.

During production, the team were asked to make multiple adjustments and changes to its content by Drakengard's advisory board. It was annoying enough for Yoko that he decided at the time not to make another Drakengard. Drakengard was first shown off to the western public at E3 2003. It underwent multiple changes for its western release. The original title, Drag-On Dragoon, was chosen for its sound, but was not considered right for the western market. Because of this, it was changed to Drakengard. In addition, some of the more mature themes, such as

references to incest and sexual taboos, were censored in the western localization. It also underwent major debugging and an alteration in the angle of the in-game camera before its European release.

The setting, mythos and landscape were primarily inspired by the folklore of Northern Europe, while other elements drew from Japanese-style revisionism. According to Shiba, multiple elements of the story and world were created to be dark, sad and serious in tone, in contrast to the likes of Dragon Quest and Final Fantasy. One of the core narrative threads, involving romantic feelings between siblings, was inspired in Yoko's mind by the anime series Sister Princess. Another series that inspired the team was Neon Genesis Evangelion, with a comparison being drawn between them due to a shared trait: while having standard premises, darker narrative elements were hidden in its content. The central narrative theme was "Immorality", which was mostly demonstrated by writer Sawako Natori through the characters. Multiple endings were made because Yoko was told that the game would not have a sequel. The characters' stories were created by Yoko and Iwasaki, who independently created the character backgrounds: Yoko took charge of Seere, Leonard and Arioch, while Iwasaki was involved in developing Verdelet, Inuart and Caim. In an interview concerning her role in the game, Natori admitted to feeling embarrassed by her writing when hearing Sota Murakami and Natsuki Yamashita, who voiced Seere and Manah, speak their lines.

Caim, the main protagonist, was meant to be an examination of the typical action game hero, which Yoko felt should not have a happy ending in a story focused on violence. The nature of Caim and Angelus' relationship underwent changes during development: Yoko had conceived their relationship as a parasitic one, but Iwasaki wanted to create a different type of romance, and so wrote the love story for the two of them. The actor who portrayed the two was Shinnosuke Ikehata: though originally cast for the role of Caim, his versatility also got him the role of Angelus. Furiae was designed by Yoko as both an explanation for Caim and Inuart's rivalry, and as a representation of his distaste for the kind of forgettable character she represented. The relationship between Caim and Furiae, as well as their ultimate fates, was Yoko's response to the standard happy ending found in most role-playing games at the time, which he felt did not fit in with a protagonist who had killed hundreds during their quest. The second ending was principally inspired by this and his dislike for Sister Princess. Caim and Furiae were respectively based around Guts from Berserk and Rei Ayanami from Neon Genesis Evangelion, with Caim being codenamed "Guts" during development.

Inuart was originally designed as the main protagonist of Drakengard, with him being a *"useless hero"*. A pivotal scene in the game, where he first clashes with Caim, became one of the ways Yoko was able to properly project his vision of the game's world. Verdelet was portrayed as the *"despicable elder"*, who cared for no-one except himself: his personality was intended to be both ineffectual and bossy, even in the face of catastrophe. Manah's role in Drakengard was designed to represent unloved children. The fifth ending, a boss battle in modern-day Tokyo, was created as a joke ending in the same vein as the Silent Hill series and an unexpected twist for players who were expecting an upbeat tone after the previous endings. Titled the End of dragon sphere, this ending served as a tribute to The End of Evangelion.

Character designs were done by Kimihiko Fujisaka. Drakengard was his first job as a character designer: his designs were firmly seated within the Medieval European aesthetic. To achieve this, he imagined that he had been sent back to that historical period. His designs were inspired by the character designs of Final Fantasy and Dragon Quest. Caim was one of the earliest characters created for Drakengard. In Inuart's design, Fujisaka incorporated heavy armor into his design to give a more forceful impression for players. His ultimate role and final design were based around the idea of him being Caim's rival. The design of the black dragon, which acted as Inuart's pact beast, did not impress Shiba, who considered cutting it from the final product. Manah's red clothing was designed to evoke both its status as the game's key color, and her status as the leader of the Cult of the Watchers. Shiba approved of the design, feeling that it contrasted nicely with Furiae's predominantly white design. Fujisaka also helped design Furiae's monster form for the game's second ending.

In hindsight, Fujisaka was dissatisfied with his work on Drakengard, particularly his work on Caim. The game's monsters were designed by Taro Hasegawa.

Drakengard sold more than 122,000 units in its first week of release in Japan, taking Mobile Suit Gundam: Encounters in Space's place at the top of the sales charts. By the end of 2003, it had sold 241,014 copies. Gaming magazine Famitsu ranked it as the 50th best-selling title of 2003, and sold well enough that it was made part of Square Enix's Ultimate Hits series, re-releases of popular titles. Its strong sales were attributed by the team to its cinematic story and similarity to the popular Dynasty Warriors series. In Europe, the game sold 110,000 units by November 2004.

According to GameSpot, Drakengard received favorable reviews in Japan. Famitsu gave it an overall score of 29/40. After the game's reveal at E3, multiple video game publications, including Official PlayStation Magazine, IGN and Game Informer, praised its promising story and mixture of gameplay genres. The game received "average" reviews, according to Metacritic.

The story received the highest amount of praise. IGN's Jeremy Dunham called it the game's *"biggest strength"*, praising the edgy themes explored and the balance between fantasy and realism. He also praised the multiple parallels with Neon Genesis Evangelion. The reviewer for Computer and Video Games (CVG) praised *"the maturity and wit of the dialogue and unfolding plot"*, noting that they stood alongside other Square Enix RPGs of the time. VideoGamer.com's Adam Jarvis praised the game's storytelling style, saying that while it became *"a little bogged down at various points, it is deep enough to keep your interest throughout the game."* GameSpot's Greg Kasavin said that *"though the story itself is awkwardly paced and is sometimes difficult to keep up with, it becomes one of the main motivating factors for wanting to get all the way through to the end of the game."*

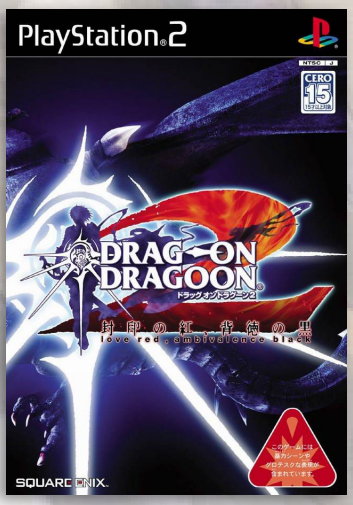
The graphics received mixed responses. Kasavin said the game *"looks decent but, ultimately, not all that good"*. He criticized the bland environments and awkward movements for enemy units and the playable character, but praised the design of the dragon. Game Informer was more positive, praising the graphical detail and cutscenes and the look of enemy units, despite finding pop-up issues and framerate dips. Jarvis praised the design of the main cast, but cited the repetitive enemy design and dark environments as detracting elements. Dunham praised the character and monster designs as well as the full-motion cutscenes, but was less impressed by the repetitive human enemy designs, bland environments and low draw distance. The full-motion videos were also praised by the CVG reviewer.

Reaction to the sound design was mixed to positive. Dunham praised the majority of the British-style voice acting, but called the music *"disappointing"*. Game Informer cited the low number of background tracks and voice acting *"straight out of a renaissance festival"* as poorer parts of the game. Kasavin praised the voice acting and called the music *"the most nerve-racking and most intense aspect of the game."* Jarvis was also positive, praising the sound design for battles, most of the voice acting and the music, which *"[helped] create a suitably dark atmosphere."*

Reception of the gameplay was mixed to negative, with Dunham saying it suffered the same problems as its derivative games despite its easy entertainment value, while Jarvis called the options in gameplay *"fairly limited"*. The CVG reviewer praised the aerial segments of gameplay, calling them the most entertaining, and found that the standard combat served to embellish the protagonist's *"kick-ass persona, making him more than just another anonymous dragon rider"*. The main criticism was repetition in the gameplay. Kasavin was exceptionally critical, saying that the gameplay both made the process of playing laborious and detracted from the main story. Game Informer called the gameplay *"fun, but [lacking] any semblance of depth."*

Drakengard received two novelizations by Emi Nagashima (writing as Jun Eishima) and Takashi Aizawa. The game's events were retold again in a special story titled Drakengard 1.3, which followed on from the spin-off manga Drag-On Dragoon: Shi ni Itaru Aka. In March 2014, Hardcore Gamer's Jahanzeb Khan favorably referred to the game as a precursor to the TV adaptation of the book series A Song of Ice and Fire in its handling of taboo themes and violence.

5.8



J N P

Drakengard 2

Developer	Cavia Inc.
Publisher	Ubisoft, (jp) Square Enix
Release date	(jp) June 16, 2005
Genre	Action role-playing
Mode	1 Player

Drakengard 2, originally released in Japan as Drag-On Dragoon 2: love red, ambivalence black, is the second entry in the Drakengard series. Set after the events of the original Drakengard: the story revolves around Nowe, a boy raised by the dragon Legna, fighting against a tyrannical faction of knights, encountering characters from the previous game and becoming entangled in the fate of the world.

As with the original Drakengard, the game is split into chapters and subdivided into ground-based and airborne missions. The story of the game dictates which missions come when during the initial playthrough and how they play out, though as the player progresses, new remixed versions of the various playable levels called "free missions" are unlocked, which allow the player to go through the missions with the story elements removed. The player can jump between the game world's self-contained areas via a world map unlocked after the first chapter. In between the various chapters and missions, the player builds up their characters using experience points earned in battle: the characters' weapons and abilities, and the abilities of the player's dragon, can be gradually improved. The player's view of the world is through a fixed camera, which tracks the player's progress across the player area. Collectables in the form of weapons and items such as armor and health points and items needed to progress within the level are also available for the player to seek out. The game features Normal, Hard, and Expert difficulty levels, and there are multiple weapons and items to collect throughout the levels.

Combat in the game is similar to its predecessor, with the main series of missions beginning after an opening tutorial. The game features ground-based hack-and-slash gameplay and aerial combat. In ground combat, the player controls multiple characters, switching between them via the pause menu in order to use their different weapons. The characters use physical attacks using character weapons for short-range battle, while magical attacks are used for long-range attacks and groups of enemies. The magical attacks vary between the playable characters. Weapons, characters and magical abilities leave up and grow stronger as the player gains experience points in combat: weapons have a four-level cap.

Aerial gameplay puts the main character atop his dragon, which is guided round by the player to attack enemy formations and large structures on the ground or enemies and airships in the sky. The player can also jump between the dragon and the ground during ground-based missions. The dragon has the ability to launch two types of fireballs: a homing variety that deals damage to single enemies, and a widespread attack which does higher damage to groups. Alongside this, the dragon can perform a special attack called "Dragon Overdrive", which kills many normal enemy units outright and deals high damage to stronger units and bosses. The dragon also gains experience and levels

up through combat, dealing more damage in its attacks as it grows stronger. It also evolves and grows stronger at points directly linked to the game's narrative.

Drakengard 2 was announced in December 2004. Producer Takamasa Shiba and character designer Kimihiko Fujisaka returned to the team, alongside actor Shinnosuke Ikehata, who voiced the dragon Angelus and its partner Caim in the previous game. The original director, Yoko Taro, originally proposed a space adventure involving dragons, but this was vetoed at an early stage. Yoko was not involved in creating the narrative as he had been in Drakengard, being mostly tied up with another project, though he was able to observe the project's progress. He and Drakengard 2's director Akira Yasui suffered from creative differences, with the result that Yoko termed their relationship on the project as a "love-hate" story in a 2013 interview concerning the series. Their relationship inspired one of the stories created for an in-game weapon. Yoko was eventually brought on fairly late in the game's production to act as video editor for the CGI cutscenes and trailers. The game's cast featured multiple film and television actors, including Ryo Katsuji, Saki Aibu, Koyuki and veteran actor Yoshio Harada. Shiba commented at the time that he felt they had gathered a very good voice cast for the game.

One of the decisions Yasui made was to make Drakengard 2 far more colorful than the previous game, wanting to do something that was the "opposite" of Drakengard. In contrast to the previous game, the game contained far less of the mature themes found in the original. Shiba, speaking in a 2013 interview, said that the reason for this was that Square Enix, the company's Japanese publisher, wanted that aspect toned down to make a more mainstream game. It was designed to keep some dark aesthetics from its predecessor, with the previous game's theme of immorality as one of the key character and narrative themes, as well as themes of war and death. Other themes explored were love and hate, and the ambivalence represented in the world's prevalent factions (the Knights of the Seal, and the Cult of Watchers). Highlighted aspects of the story were the father-son relationship between Nowe and Legna, and how Manah had matured since the events of Drakengard. To promote the game in Japan, Fujisaka created a light-toned joke advertisement under the name Angelegna, referring to the original names of the two dragon characters. While Square Enix published the title in Japan, they entered an agreement with developer and publishing company Ubisoft to publish the title overseas. Ubisoft also handled the game's localization.

Drakengard 2 sold well in Japan. The game was considered a hit in Japan by Ubisoft, selling 100,000 units in its first week, and reaching sales of 170,000 units by the end of the month, becoming the second best-selling game of June behind Sega's GBA port of Mushiking: King of the Beetles. It eventually sold just over 206,000 copies by the end of 2005. The game was eventually re-released as part of Square Enix's Ultimate Hits series, re-releases of high-selling titles. Drakengard 2 received a score of 30/40 from Japanese gaming magazine Famitsu.

The story received mixed to positive reviews. IGN's Ed Lewis said it *"admirably [continued] the bizarre and fantastically medieval world that was established in the original game."*, while GameSpot's Greg Meuller called it *"Interesting [...] with plenty of twists and turns"*.

6.3

Dr. Muto

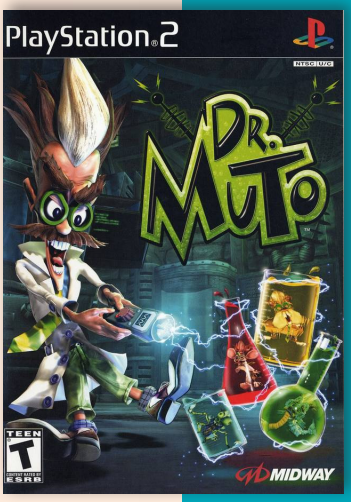
N P

Developer	Midway
Publisher	Midway
Release date	(us) November 19, 2002
Genre	Action-platformer
Mode	1 Player

The game follows Dr. Muto, a maniacal and genius mad scientist whose latest experiment has accidentally destroyed his own home planet. In order to rebuild his world, he steals organic matter from neighboring planets. Dr. Muto uses his invention, the Splizz Gun, to mutate and morph into other organisms to complete his tasks.

In the game, Dr. Muto has the ability to morph into many creatures, and use a variety of gadgets to get through the game. Dr. Muto is able to turn into 5 different creatures with the use of the Splizz Gun in the game. These can be unlocked by collecting items like isotopes and animal DNA. These morphs also have special extras. There are seven different gadgets Dr. Muto can use.

Overall, the game received mixed reviews by critics.



DreamMix TV World Fighters

Developer	Bitstep
Publisher	Hudson
Release date	(jp) December 18, 2003
Genre	Fighting
Mode	1-2 Players

7.2

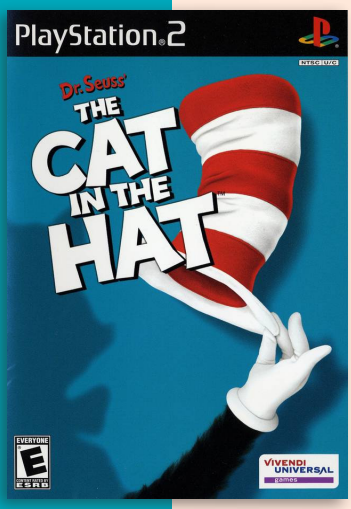
DreamMix TV World Fighters crosses over characters from Hudson and Konami's video game series and Takara's toy lines.

Players move around a 2D arena and try to attack their opponents, similar to the Super Smash Bros. series. Each character can perform a series of basic attacks and one or two unique special moves. The game revolves around damaging opponents and taking their life in the form of heart-shaped coins. A meter at the bottom indicates how much life characters have remaining. If a player loses all of their hearts, they will enter a Super Pinch state in which they shrink in size and their soul will fly around the stage. If another character retrieves their soul before the player can, the player is knocked out, though they can still move around the stage in shrunken form to interfere with the remaining fighters. The last fighter standing at the end of the round wins.

J

Dr. Seuss' The Cat in the Hat

5.6



Developer	Digital Eclipse
Publisher	Vivendi Universal Games
Release date	(us) November 5, 2003
Genre	Action-platformer
Mode	1 Player

Based on Dr Seuss's Cat in the Hat movie, players take the role as the cat. There are all the original characters including, Conrad, Sally, and Mr. Quinn who tricked Conrad, and Sally into opening the box the Cat was in, as he was released into the outside world. The Cat must help Conrad and Sally to return the magic to the box the cat came in, and get all three pieces of the "Crab Lock" in order to lock the box for good.

J N P

Drag Racer USA

7.5

P

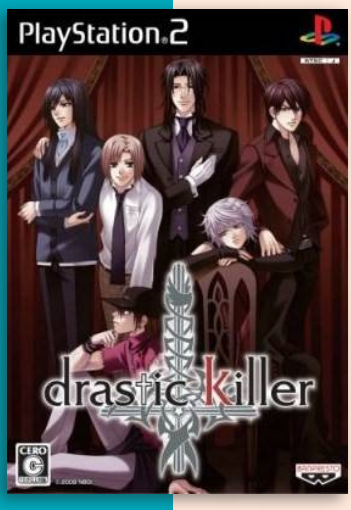
Developer	Mere Mortals
Publisher	Phoenix Games
Release date	(eu) October 27, 2006
Genre	Racing
Mode	1-2 Players

Drag Racer USA is a low-budget racing game in which players enter a series of draglines.

The game takes place across cities and famous tourist spots in the United States. Players race on a straight road, using the gearbox and nitrous oxide to gain speed.

Drastic Killer

7.0



Developer	Tenky
Publisher	Namco Bandai Games
Release date	(jp) July 31, 2008
Genre	Visual novel
Mode	1 Player

Drastic Killer is a visual novel. The game starts with a girl, who on her sixteenth birthday, meets a mysterious man called Gleude. He tells her that she is a princess candidate and has a special power. However, she needs to improve her power to become princess. She makes up her mind to improve her power by attracting boys and making them fall in love with her...

J

Dream Audition

9.0

J

Developer	Jaleco Entertainment
Publisher	Jaleco Entertainment
Release date	(jp) August 3, 2000
Genre	Music, Rhythm
Mode	1-2 Players

The Dream Audition games is a series of karaoke games originally released on arcades. The series is played with a USB microphone a "Mic Converter" box. The games feature J-pop tracks and a wide selection of musical options.

The games works in the same style as PaRappa or Vib Ribbon where the players need to keep hitting the right notes.

Dream Audition 2

9.0

Developer	Jaleco Entertainment
Publisher	Jaleco Entertainment
Release date	(jp) December 14, 2000
Genre	Music, Rhythm
Mode	1-8 Players

The Dream Audition 2 soundtrack several HJ-pop tracks including; The Yellow Monkey, Puffy, Dreams Come True, hitomi, and L'Arc~en~Ciel.

Game Modes included are: "Arcade", "Sugoroku" - A new board game mode where up to 4 players can play at the same time with 8 different characters to choose from. - "Karaoke" - only avaliable with microphone. "Challenge" - only avaliable with microphone. "Versus" and "Tournament".

J

Dream Audition 3

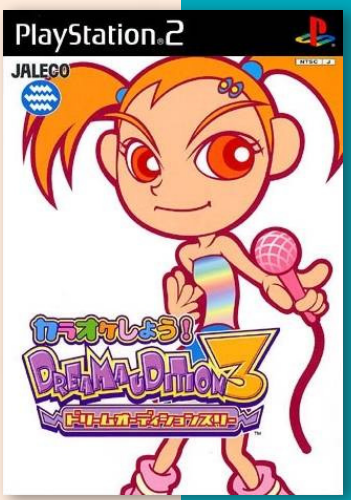
9.0

J

Developer	Jaleco Entertainment
Publisher	Pacific Century Cyber Works
Release date	(jp) July 5, 2001
Genre	Music, Rhythm
Mode	1-8 Players

Dream Audition 3 is identical to the original Dream Audition and it's sequel. Players follow the rhythm of the J-Pop song and try their best to match the tones and sings the lyrics scrolling on screen.

The game comes with large assortment of J-Pop songs from The Yellow Monkey, Glay, Judy and Mary, Misia, and Whiteberry.



Dream Audition Super Hit Disc 1

6.5

Developer	Jaleco Entertainment
Publisher	Pacific Century Cyber Works
Release date	(jp) November 22, 2001
Genre	Music, Rhythm
Mode	1-8 Players

The Super Hit Disc games is a little different from the other games in the series of the game. Super Hit Disc 1 revolves around two Japanese performers. The singers included in "DISK 1" are the Japanese national idol group "Good Morning Girl Group and the men's band "GLAY", each with 10 songs each.

J

Dream Audition Super Hit Disc 2

6.5

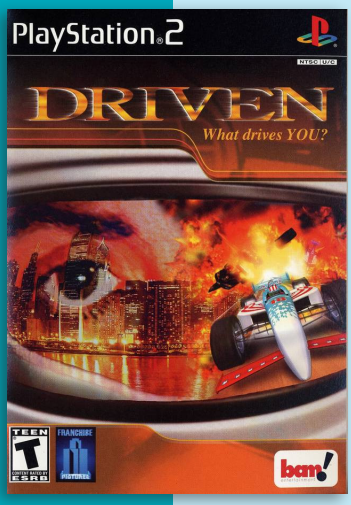
J

Developer	Jaleco Entertainment
Publisher	Pacific Century Cyber Works
Release date	(jp) November 22, 2001
Genre	Music, Rhythm
Mode	1-8 Players

Super Hit Disc 2 feature two Japanese performers; Ayumi Hamasaki and B'z recorded. The game also feature new game mode "Karaoke classroom". 20 songs are included in the game.

Driven

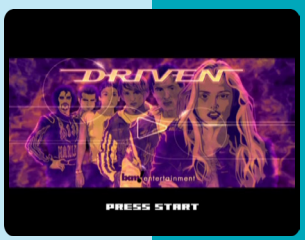
3.8



Developer	Bam Entertainment
Publisher	Bam Entertainment
Release date	(us) November 6, 2001
Genre	Racing
Mode	1-2 Players

Driven is based on the movie by the same name with Sylvester Stallone. The player competes in a series of open-wheel races that follow the plotline of the movie. Each selected driver has different attributes that effect the performance of the car. If the driver is skilled enough he can enter "The Zone". Once in "The Zone", the car performs at optimum efficiency.

"mobygames.com"



N P

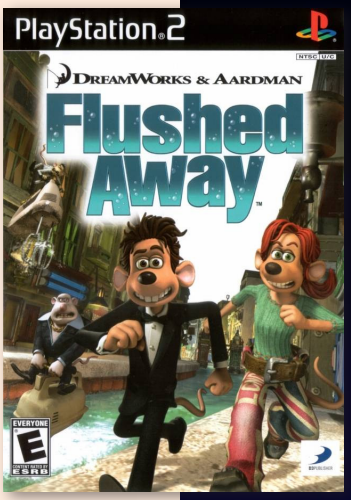
DreamWorks & Aardman Flushed Away

4.3

N P

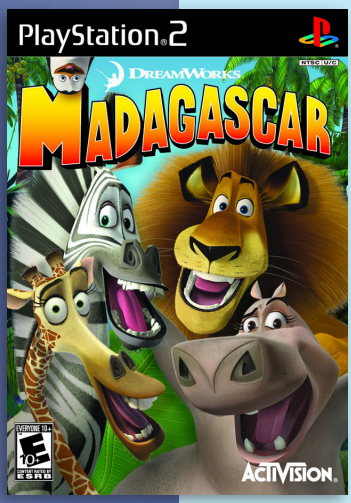
Developer	Monkey Bar Games
Publisher	D3Publisher
Release date	(us) October 24, 2006
Genre	Action-adventure
Mode	1-2 Players

Flushed Away is based around platform gameplay, with the player controlling the two main characters from the film and guiding them through hazard-filled environments. Environments and enemies are based on those in the film, although several areas and creatures not seen in the film are also included. Interspersed throughout the game are mini-game sequences.



DreamWorks Madagascar

6.9



J N P

Developer	Toys for Bob
Publisher	Activision, (jp) Bandai
Release date	(us) May 23, 2005
Genre	Action-adventure
Mode	1 Player

Madagascar is based on the animated movie of the same name. The player mainly controls Marty the zebra, while in other levels the player can control Gloria the hippo, Melman the giraffe, and Alex the lion. Each character in the game has his or her own ability. To gain their abilities, the player must first find three cards, known as power cards, to gain the character's ability.

DreamWorks Shrek SuperSlam

6.7

N P

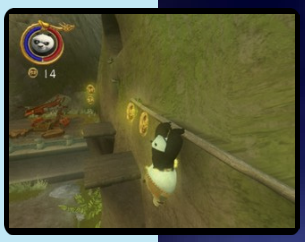
Developer	Shaba Games
Publisher	Activision
Release date	(us) October 25, 2005
Genre	Fighting
Mode	1-4 Players

Shrek SuperSlam is a brawling game that challenges characters from the Shrek universe to beat each other up and slam them across a variety of arenas. Shrek characters included are Shrek, Donkey, Fiona, and Puss n' Boots, along with some newcomers such as Cap'n Hook, the Black Knight, and Quasimodo the Hunchback. Each with their own special moves.

DreamWorks Kung Fu Panda

7.3

Developer	Xpec
Publisher	Activision
Release date	(us) June 3, 2008
Genre	Action-adventure
Mode	1-(4) Players



Kung Fu Panda is intended mainly for children and is based on the movie Kung Fu Panda. Players initially control Po. In addition to fighting and jumping challenges, maintaining balance is another important element of the game, such as Po crossing tightropes, staying on moving platforms, and steering a boat through a dangerous river. Over the course of the game's narrative, the player improves Po's skill by adding various new fighting techniques and special moves, although in some parts of the game, the player will have to complete the tasks as another character.

After collecting a number of coins at the end of each level, the player has the option to buy upgrades to Po's moves and health, as well as a different set of new outfits. Eventually, as the player progresses through the game, they'll be able to unlock other characters, including Master Shifu and the members of the Furious Five.

N P

DreamWorks Shrek Smash n' Crash Racing

5.3

Developer	Activision
Publisher	Activision
Release date	(us) November 14, 2006
Genre	Racing
Mode	1-2 Players

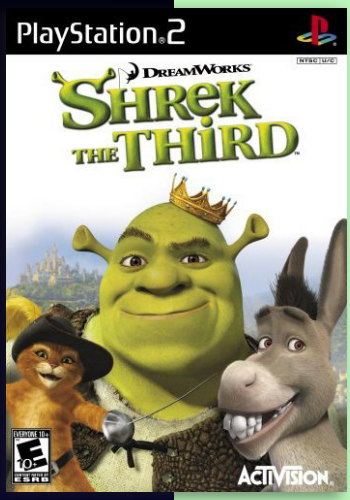
N P

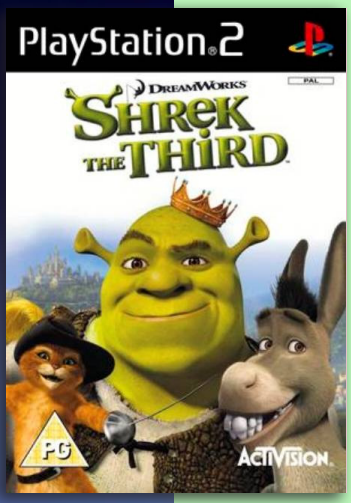
Shrek Smash n' Crash Racing is a kart racing video game. The players first must pick from a line up of twelve different characters from the Shrek universe. The maximum number of racers on a track at any one time is six. Each of the characters have special stats that are not displayed in the game. Any other non player racers will be controlled by the computer and chosen at random.

Player has the option to pick the track or cup tournament they want to play on. Once the track is chosen, then the race will begin. The objective of the races is to win in first place. On the tracks are item barrels that contains items inside of them. The items are used as an advantage to help the racer out.

DreamWorks Shrek the Third

5.6





Developer	Amaze Entertainment
Publisher	Activision
Release date	(us) May 15, 2007
Genre	Action-adventure
Mode	xxx

Shrek the Third is an action-adventure game based on the 2007 DreamWorks Animation animated film of the same name.

The storyline is based on the film. Shrek has to find Artie to have him serve as King of Far Far Away, while Prince Charming attempts to storm the city, and take the throne by force. Players can play as main characters from the film, including Shrek, Donkey, Puss in Boots, Princess Fiona, Fiona's cousin Arthur, and Sleeping Beauty. The game features both single-player, and multiplayer play.

There are 6 characters the player can play as, all 5 of the movies' main characters, Shrek, Donkey, Puss in Boots, Arthur, Fiona, and one of the supporting characters, Sleeping Beauty. Puss in Boots is the only character that can double jump. The Gingerbread Man, King Harold, and Pinocchio are voiced by their movie actors.

There are 20 levels in the game. The levels are highly linear, with side paths containing rewards for the completion of mission-style quests (three or five) and easter eggs such as an appearance by the (Penguins) from the Madagascar film. After completing a level, the player is awarded bonus Far Far Pounds, the game's currency used for purchasing items in the gift shop. The difficulty setting multiplies the bonuses obtained.

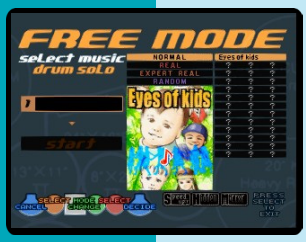
There are numerous boxes, barrels, and other smashables scattered around the levels. Most contain fairy dust for use in special attacks, but a few contain coins and food. Coins are of either gold or red colors. In addition to the aforementioned smashables, a source of Far Far Pounds can often be just finding them scattered around, as well as under certain circumstances, enemies. Gold coins are worth 3 pounds and red coins are worth 10 pounds. The player has to fight with fists and swords against multiple enemies, like pirates, guards, athletes, evil trees, and witches, depending on the level the player is in. Felled enemies will drop fairy dust that will fill up the three-part special attack meter.

DrumMania

8.1

Developer	Konami
Publisher	Konami
Release date	(jp) March 4, 2000
Genre	Music, Rhythm
Mode	1-3 Players

DrumMania is part of the GuitarFreaks rhythm game series. The game consists of music predominantly from the rock music, rock and roll and J-pop genres. The game was first released in 1999 as an arcade game, then subsequently ported to the PS2 in Japan in 2000 as a launch title. DrumMania is the drum counterpart to GuitarFreaks 2ndMix.



The interface is similar to other games in the Konami Bemani series. It simulates real life drumming. It is played using a controller designed to imitate a drum set. Five pads are arrayed from left to right for the hi-hat, snare drum, high tom, low tom, cymbal and bass drum. During play, the player presses the pads and steps on the pedal in sync with the notes falling vertically from the top of the screen in time with the music.

The PlayStation 2 Dualshock Controllers may also be used.

J

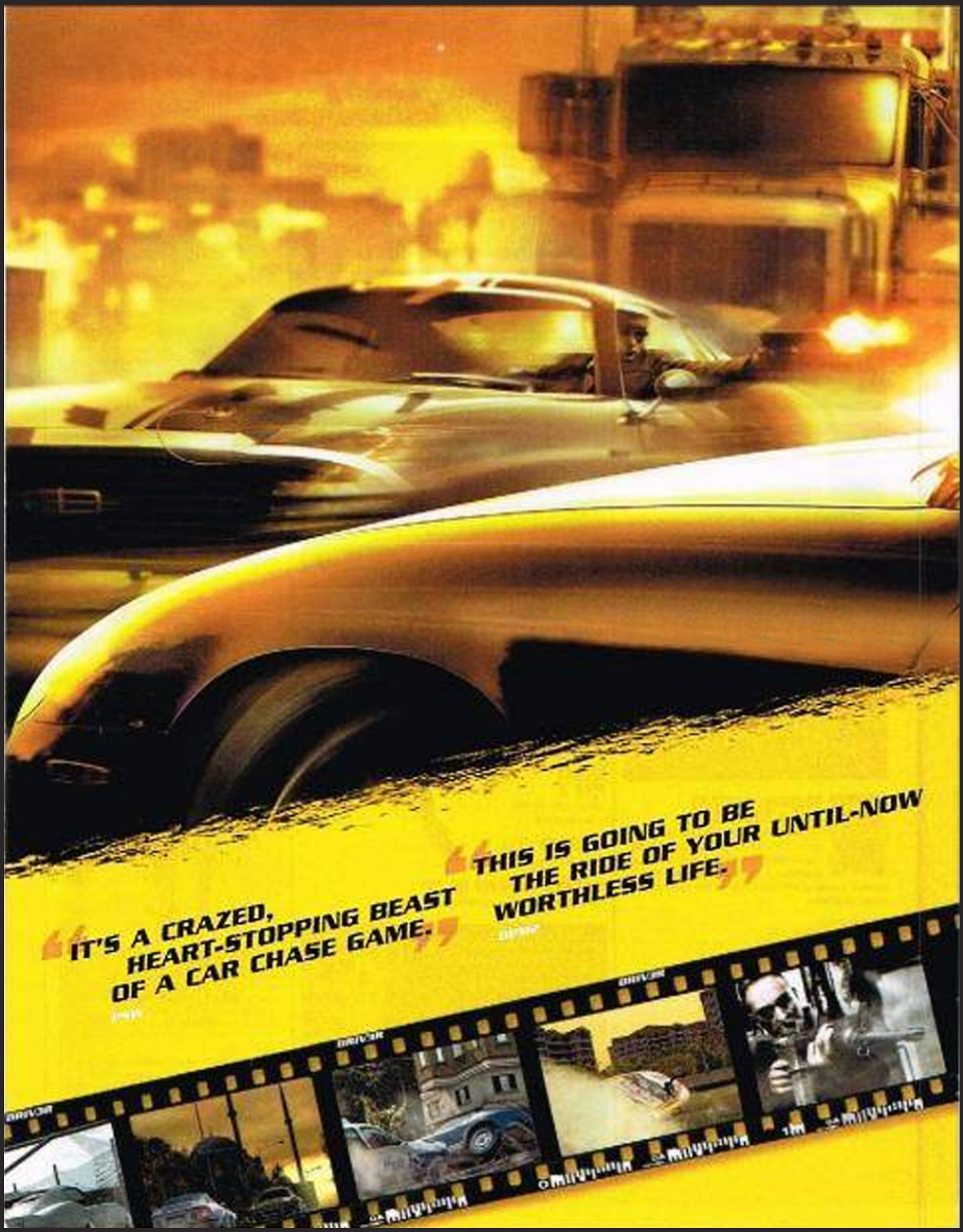
Drome Racers

5.7

Developer	Attention To Detail
Publisher	Electronic Arts
Release date	(us) November 20, 2002
Genre	Racing
Mode	1-2 Players

Set in the year 2015, Drome Racers is a combination of racing gameplay with the Lego license, offering vehicles based upon the 2002 Lego construction toys. Career mode puts the player in the role of Max Axel, who is tasked with winning the coveted Drome Championship. To do so, he must work his way through the ranks by completing a number of Multi-Challenge Races; a series of races in which the completion time in one round is carried over to the next. For example, if Max finished three seconds behind in the last race, the leader is awarded a three-second head start in the next. The overall winner is the first to cross the finish line in the final race of the series. Preceding each Multi-Challenge series is a qualifying drag race, where victory is determined by a good start and proper gear-shifting.

N P


"IT'S A CRAZED, HEART-STOPPING BEAST OF A CAR CHASE GAME."
"THIS IS GOING TO BE THE RIDE OF YOUR UNTIL-NOW WORTHLESS LIFE."

DRIVER 3 INTERVIEW

by: PSW (AU) #17

WITH MARTIN EDMUNDSON, MANAGING DIRECTOR, REFLECTIONS.

***Driver 3*, do the hard sell, what are you trying to achieve?**
Are you familiar with *Driver 1* and *Driver 2*?
Yes.
What we've aimed to do with Driver 3 is to maintain the spirit of *Driver 1* and *Driver 2*. If there was one line that sums up *Driver*, it's; the most accurate possible simulation of Hollywood and TV car chases. The likes of *French Connection*, *Bullet*, the original Ryan O'Neil film *Driver*, modern ones like *Ronin*, and so on. So that's the main thrust of the game. We've carried over some elements of the *Stuntman* physics engine - not the game engine, not the rendering engine, but the physics engine to give it that realism; the way the car handle, the way the car slide. The damage and destruction involved in the car side of things is carried over as well.

The new stuff is that Tanner [the main character] can get in out of the car and steal other cars - as he could in *Driver 2* obviously - but he's now armed with a range of weapons that are based in reality - the likes of handguns, pump action shotguns, machine guns, the little mini mach-10s and mini Uzis and so on. Our aim is to carry the level of destruction and the fun element of the driving sections over to the on-foot sections. So *Driver 3* is not about sneaking around a room, picking off a guy with one bullet, and you've only got three or four bullets left so you have to conserve them.

So it's not *Metal Gear Driver*?

[Chuckles] It's more like - the idea is really, you walk into a room and you just spray the place with bullets. It's all about destruction.

So you can go into buildings as well?
Yes, you can go into buildings. It's a huge game - there are three cities. Tanner goes back to Miami (Obviously the first game was set there), and now Nice in Southern France and Istanbul, Turkey in *Driver 3*. The total size of the environment you can play in across all three cities is about 150 miles of road, so it's huge - and that doesn't include back alleyways and so on that are not marked on the map, so it's actually considerably higher than that. And there are around 30,000 different buildings in the game, so the play area is massive.

The basic story is that you're trying to infiltrate a gang of car thieves. And these car thieves are stealing the cars and moving them through Europe. So you infiltrate their gang - the whole idea is that you have to gain their trust so you start doing missions for them. Because it's car stealing it obviously involves a lot of car-based missions.*True Crime*ongly in favour of driving missions. It's roughly two-thirds to three-quarters driving, and a quarter running around. It's very important to realise that *Driver* is a driving game - it's not a walking game, it's not even a shooting game, it's not a simulation, it's not a stealth game, it's a driving game. The reason why we have to have him getting out of cars into other cars and why we have him shooting is that it expands the range of missions that are possible to us. And also, there's only a certain amount of things you can do with a car - you have to at least give him some greater range of possibilities. Plus the other thing- the original idea behind *Driver* was to create the most living, breathing city that we could do at the time on PlayStation 1, so you could just sit there and watch the world go by - cars stopping at traffic lights and so on - and this was a long time agon when we did that on PlayStation 1. And we want to carry that on, make the city more believable and more realistic and so on. To enable us to that we have to have Tanner be able to get out and walk around.

Obvious comparison. *GTA Vice City* almost seems a homage to *Driver* with its Miami setting. What are your thoughts of *GTA3*?
I think *Vice City* is great, I don't think it's really similar to *Driver* - *Driver* is a car chase game - it always has been - and you'd never call *Vice City* a car chase game. The driving elements of *Vice City* are a means of getting from one place to another rather than being the most fun part. The most fun parts of *GTA* are when you get out of the car and start causing mayhem with the guns and so on. There's not much to say about *Vice City* that hasn't already been said. The only reason it gets compared is because it gets lumped into this overall genre of driving/action, as does *Getaway*,

and as will probably *True Crime* - because it involves elements of cars (and getting out of them), but none of those games - including *Getaway* and *True Crime* are actual simulation of car chases.

***Stuntman* - great but flawed game. What did you learn during development and how has that affected *Driver 3*?**

We learned a lot. The development of *Stuntman* was actually a learning process with the PlayStation 2. Rather than just sit and mess around with the machines and the development of the game - technically we learned a heck of a lot. The PlayStation 2 turned out to be a far more complicated machine to get much out of than we thought - well that anybody thought. I think that anybody that tells you that it was a breeze isn't telling you the truth. It's a very complicated machine. We're starting to now see some incredibly special stuff coming out on the PS2, but it's taken a long time. We've got now to the stage that when you look at a PS2 game at one of the many trade shows, you have to look at the controller to check whether it's PS2 or Xbox because the resolution is starting to become very high and at 60 Hz and so on.

We developed *Stuntman* and we developed the physics engine for *Stuntman* over many years, and what it taught us was when we came to *Driver 3* from a technical point of view we had to scrap the rendering engine from *Stuntman*, because the performance analysers came out from Sony, so we were able to look at *Stuntman* and see all the things we had done wrong - but that we didn't know we were doing wrong, because you can't really see inside the machine properly.

From a gameplay point of view what it taught us was that *Stuntman* was basically too difficult. I think it was - well, definitely it was too difficult - I don't really have any complaints about the structure of the game. *Stuntman* really split people: they either thought it was the greatest thing ever, or they thought it was the worst things ever. And I think it has to do with your mentality. The people that enjoyed it, enjoyed how absolutely in your face - bang! bang! bang! - all the action was, and then you got to see the theatrical trailer, and the action, and how the trailer were. The replays just looked so filmic, and probably some of the best replays you ever seen, because they were designed to be like that. The people that hated the game didn't like how rigid it was, and the fact they had to do exactly as they were told - so it depends on your mentality really. And it did split people: we had so many 9s and 10s out of 10 and so many 2s and 3s out of 10 - I've never seen anything like it. But we're okay with it because I'd rather get that than everyobody say 'it's okay...'. But we've certainly learnt not to make the game so difficult. It was a bit like the garage/carpark thing in *Driver 1*. We put it in there, we could do it in 23/24 seconds, so we thought 'that's fine'. The problem was, we played it a thousand times, and you give it to somebody else and it's far too difficult, and *Stuntman* was just too difficult.

***Driver 3* - okay, focus on driving. What's the new physics engine like - what did you go for? What can *Driver 2* fans expect from *Driver 3*?**

Well, the physics engine was taken across [from *Stuntman*] as I said before, but it's also been enhanced and optimised, in terms of - it can handle a lot more stuff. One of the problems with *Stuntman* was framerate at certain times. You'd go smashing through tables and chairs and the way they'd all react to each other and tables actually hitting into chairs - it's been optimised so that we can have a lot more of that stuff without slowing the game down. It'll have the same kind of themes, but to a greater extent - so a lot more destruction. It's also a lot more realistic in that the panels on the cars now crumple before they fall off. They used to fall off on *Stuntman* - and so we'd model the chassis and the subframe, then we'd have the shell of the car on top of it, and in *Stuntman* the car would tumble and these pieces would fall off. They now crumple properly and it actually buckles the car, so if you hit something at an angle, you get this angled crumple that never happened in *Driver* or *Driver 2* or *Stuntman*. The feel is very similar to Driver - so anybody who's used to Driver or Stuntman - you know, the feeling of the cars, the way they slide, the handbrake, the burnouts, the donuts - it's all there.

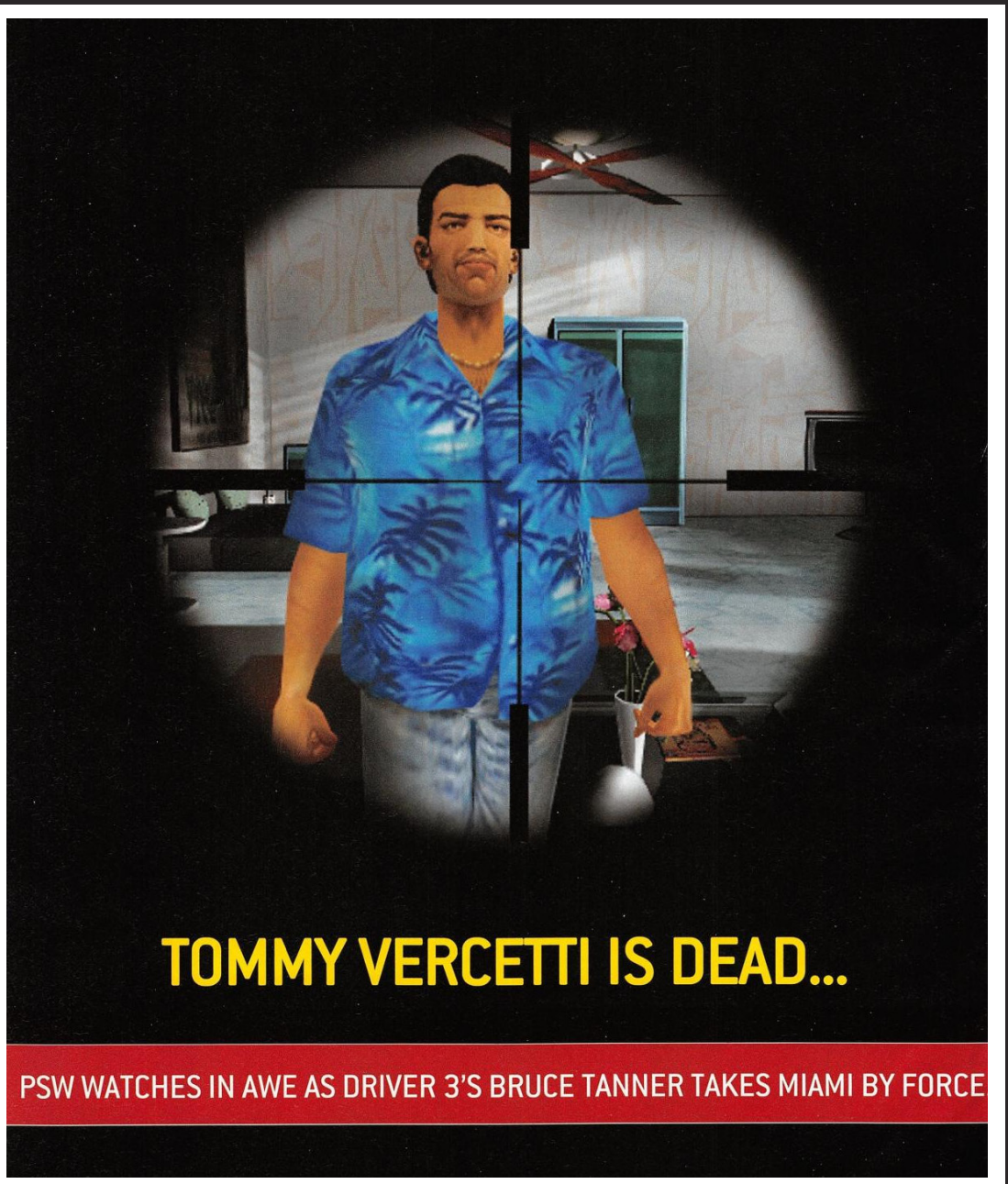
As far the driving engine, the physics - how realistic is it? Any anecdotes from development of the driving engine?

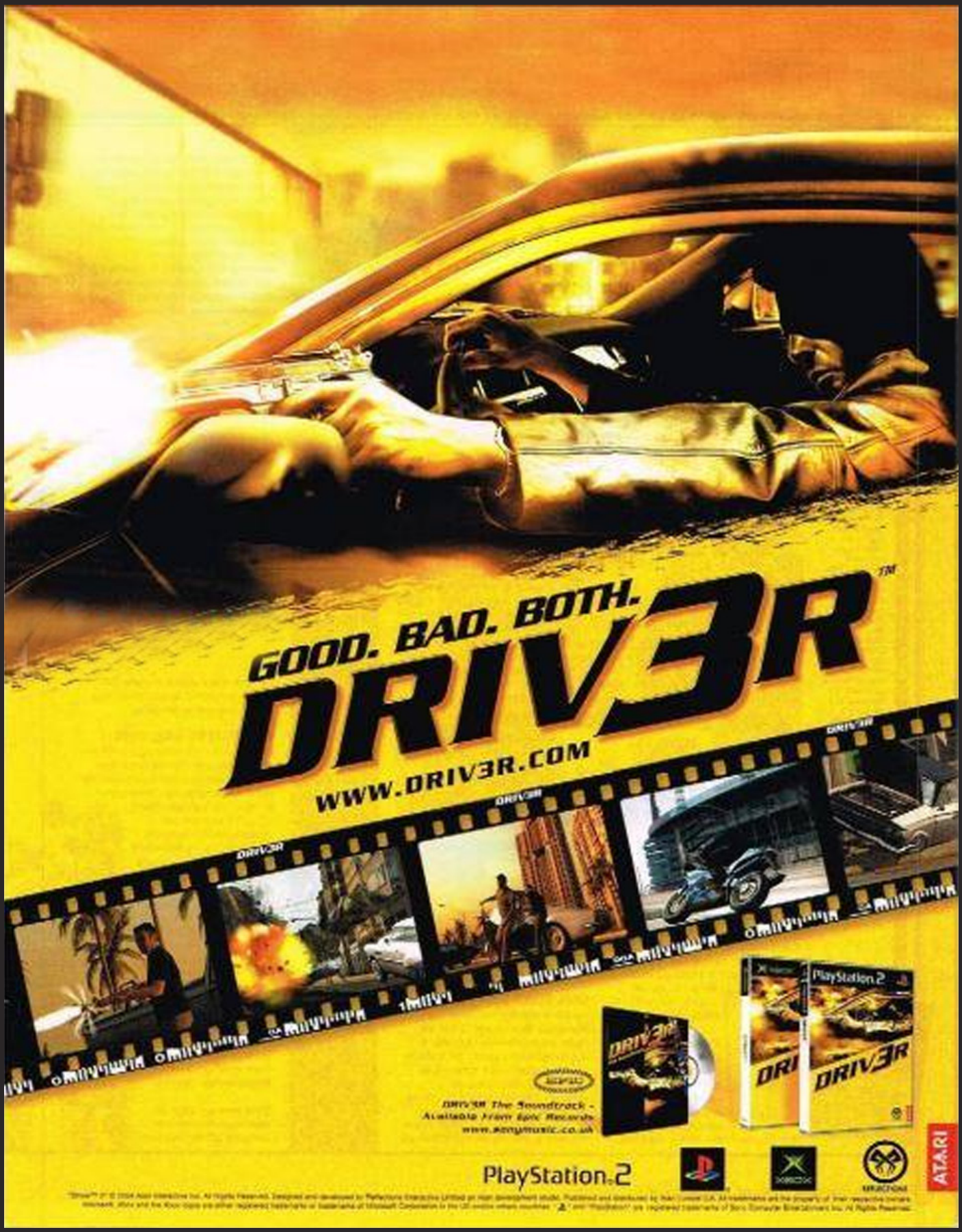
It's very accurate simulation/physics model, but what we then do is tweak out some of the realism to give you effects that are desirable rather than realistic. For example, the car will naturally under-steer, but what we want is we want to be able to get 'round the bend without having to use the handbrake, so what we do is we'll artificially play with the co-efficient to friction on the rear wheels, so that when you go 'round the bend, depending on how hard you turn it and how long you turn it for, the back-end will start coming 'round to give you that real back-end out sort of slide. It's not like an arcade model, like *Ridge Racer* for example - where car has a pole in the middle of it and you go 'round the bend and it slides artificially, and then in back again. It's nothing like that, but we tweak real physics to get that kind of effect. The advantage that gives us is that it still looks and feels right because it's based on real physics model rather than being something that the program is saying 'just rotate the car'.

How tricky is it to implement a good physics model?
We spend a lot of time on it, yeah. We spend a lot of time tweaking it so that it feels right, but so it also looks right if you have an external camera, and you're flinging the car around doing donuts. The thing that we're after - as I said the main thrust of the game - is the most realistic car chases from movies possible, and you have to get it looking like that, and you look at it. It's very easy to tell, on a game when the handling model is an arcade-style handling model - it just doesn't look quite right, it has a strange twist to the cars, the way they rotate. That's obviously not what we want.

We worked really hard on the physics; so that the handling is predictable, and you don't really think about it, and you're not struggling with the car from the onset. You can ultimately learn how to handle a car, no matter how bad the handling is in the game because you get used to it.

Good Shit.
Fucken A, it's good shit right here. Tell that Jackson muthafu**a that he owes me big time for that party wid all those bitches and hos and all that crystal meth. And that *PSW* mag, yeah. Candy digs it, aiiight?
Sure thing, niggah.
Peace.
Peace.

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SHUT UP AND DRIVE

by: PlayStation 2 Official Magazine (AU) 2003 April #13

The original gangster's back and he's packing heat. Ladies and gentlemen, we give you... Driver 3.

AT FIRST GLANCE, Driver 3 could be a scene from Michael Caine's classic heist movie *The Italian Job*. Not only does the keenly-anticipated trequel let you rattle around in a vintage mini, you can literally blow the bloody doors off. That's 'hinge technology' for you, and one of the reasons why developer Reflections potential *Getaway*-beater might be the most filmic, effortlessly playable gangster experience on PS2.

The original *Driver* was released in 1999 on PSone and was the first free-roaming driving game set in an autonomous 3D city. The sequel, released in 2000, let you walk about and steal motors as you saw fit - arguably paving the foundations for *GTAIII*. Three years on, the legacy reaches fruition. Reflections has taken the realistic physics of *Stuntman* - its technically impressive PS2 debut - and stuffed them in a bustling 3D city packed with traffic and chattering pedestrians. Even at this early stage, *OPS2* had great fun just handbraking around sharp bends, whilst marvelling at the independently modelled suspensions as the tyres struggled to keep a grip on the road. There are no licensed cars, just nudge-wink tributes - including Lamborghinis, open Cobras and transit vans.

"The advantage of the physic is that it makes getting involved in car chases realistic and fun even before you start a mission," explains Martin Edmondson, Founder of Reflections, as he demonstrates smashing a car into a crumpled shell, then driving over the detachable bumper and sending it clattering in the opposite direction. "One of the famous things about *Driver* was that people would play Take A Ride mode for 10-15 minutes after the pub."

So what's this hinge technology, then? Edmondson presses a button causing the car doors to click open. Reversing sharply , the doors bellow wide, reacting with true independent physics. Theoretically, you could pop the locks and reverse at speed using the doors as battering rams to knock down unsuspecting pedestrians. This technology is further demonstrated on a mission that involves stealing an articulated lorry, compte with trailer. Edmondson shows the lorry in action, braking hard to compensate for the vehicle's momentum. As he tries not to make it jacknife and flip over, streaming tyre marks are left on the tarmac. Teasingly, it's suggested that you can load the lorry with stolen cars, akin to the movie thriller *Gone In Sixty Seconds*.

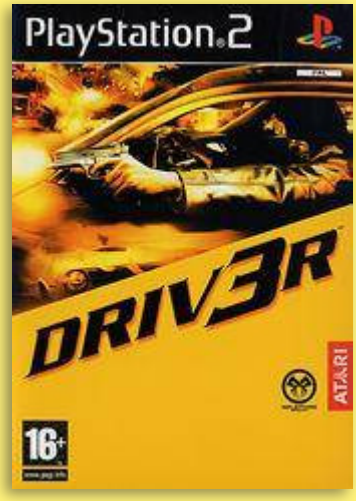
The plot is secret, but it explores darker themes. Edmondsion divulges, "Around 70 percent of your time will be spent in car chases, with the remainder on foot," The plot will be more linear than *Vice City*. "We're striving for a level of emotional involvement that can get lost when there are too many sub plots and side missions." All we know is that main man Tanner returns, moving between Miami, Nice and Istanbul.

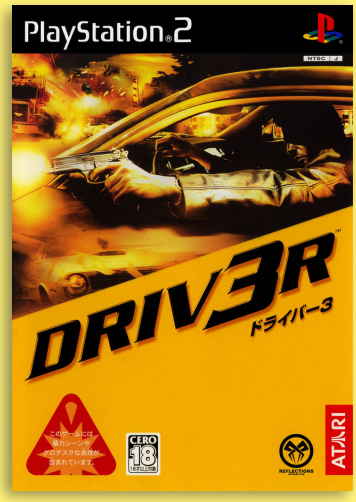
There's a big addition to this game in the from of guns... *lots* of guns. Tanner can now amass weapons and blow chunks out of the destructible environment. "They're basically fun guns, we're not keeping an eye on every last bullet," Edmondson reveals, "*Driver 3* isn't a stealthy game, it's not a sniper game. It's a bit like *The Matrix* - you walk in there with two Mach 10 machine guns and spray everything with bullets, then you chuck them away and do the same thing again." The targeting system combines auto-aim and manual elements, so you can strafe around like a first-person shooter. "We want it to be like second nature," says Edmundson, "so it's 'bang, he's dead, boomp, he's dead...' you can point the gun without being pin sharp."

At this stage, *Driver 3* falls between *The Getaway*'s gritty realism and *Vice City*'s bite-sized anarchy. There's still a lot of development to go, but if the components are stitched together seamlessly, this might be one of 2003's best games.

DRIV3R

5.7





J N P

Developer	Reflections Interactive
Publisher	Atari
Release date	(us) June 21, 2004
Genre	Racing, shooter
Mode	1 Player

Driver 3 (stylized as DRIV3R) is a 2004 open world action-adventure. It is the third installment in the Driver series and was developed by Reflections Interactive and published by Atari, Inc.. Driver 3 was originally released for the PlayStation 2 and Xbox. Due to the way Atari shipped the title across the continent, it made its way into independent UK retailers before the release date, reaching sixth place in the ELSPA chart for that week.

The game begins with a shootout in Istanbul, Turkey between the protagonist, Agent John Tanner of the FBI, a South Beach cartel agent named Jericho, and the police. Tanner and Jericho have shot each other, and the game flashes back six months to Miami. Tanner is tasked by the Miami Police Department to infiltrate a crime syndicate called South Beach, headed by a woman named Calita. He works undercover as a getaway driver in South Beach, catching a man named Baccus and is involved with the apparent death of a man called The Gator.

Tanner leaves for Nice, France with South Beach. There he meets two Interpol agents, Henri Vauban and Didier Dubois, who are also working against South Beach. Tanner decides to pursue his case on his own terms. The Interpol agents accidentally spoil Tanner's cover, and he is ambushed by Jericho. Tanner escapes with his partner, Tobias Jones, but Jericho kills Dubois.

The game moves to Istanbul, where Tanner is now working as a rogue agent due to the incident with Interpol and being subsequently framed for the murder of Dubois. Tanner continues to work against South Beach operations. As he does, he learns Jericho is the real leader of the crime ring. Jericho is involved in a car chase with the Turkish police, and Tanner catches up to Jericho.

The game does not state a certain year, but it cannot be traced to a certain time period either. The vehicles suggest the 1980's or the Early 1990's, but in a cutscene a laptop is seen and other modern technology that did not exist in either time period is present as well. The game in reality take place in 2005, some cars from Nice were built from the 90's to the 2000's like the Citroen ZX.

The vehicles are modeled after real life vehicles and are designated to behave as such. For example, bullet holes appear when a car is shot, vehicles only take significant damage when the engine is hit, rims of blown tires screech against the curb, and individual pieces of the car can be shot out or can fall out after taking damage. If the engine is shot once it is overheated, the smoke turns black, the engine catches fire, and eventually explodes.

The weapons in the game are fictious. Each weapons' firing range and rate vary depending on their type. When the game starts in Take A Ride mode, Tanner is only equipped with one weapon. Other weapons can be claimed by seizing them from police and armed civilians who have been killed, or from hideouts or safehouses. Pedestrians will flee if they see a gun or hear a gunshot and even runs out of the

way if they almost been run over by vehicles. Weapons vary from pistols to grenade launchers.

The PC version of the game has an extra mission called "The Hit". The Xbox version allows for custom soundtracks within the game, although the player cannot change the song track.

The game was in development for around three and a half years. Special attention was paid in rendering the cities of Miami, Nice, and Istanbul. The in-game music was composed by Marc Canham, Rich Aitken, and Narco.

Atari also shot a short promotional video about Driver 3 called called Run the Gauntlet.

The PlayStation 2 version of Driver 3 received a "Platinum" sales award from the ELSPA, indicating sales of at least 300,000 copies in the United Kingdom.

After an extensive and intensive promotional campaign, Driver 3 received "mixed" reviews on all platforms except the PC version, which received "generally unfavorable reviews", according to Metacritic.

The Times gave it all five stars, saying, *"The graphics are divine, with vast urban locales and spectacular crashes. The cars handle well, and each vehicle has its own characteristics. Yet this is no easy driving game — one of the reasons why, subject matter aside, it carries a 16+ rating."* Playboy gave it an 88% and stated: *"Your investigation jumpstarts reckless car chases through more than 150 miles of highways and city streets in detailed re-creations of Miami, Nice and Istanbul. Slam into any of the 30,000 buildings and your car crumbles realistically."* However, The Cincinnati Enquirer gave it three stars out of five and called its controls and animation *"unresponsive and stiff"*.

Driv3r was criticized for Tanner's lack of hand-to-hand combat skills and melee weapons. There were also criticisms for the poor implementation of the 'on foot' missions. This was also a criticism leveled at Driver 2.

Police AI vehicles were criticized for the use of "doublespeed", a way of cheating in which a pursuing cop would suddenly double its speed making it hard (if not impossible) for the player to escape. The AI can easily stem from the series' long use of rubberband AI. No matter what vehicles players can pick (either fast or slow or even a police car), the police AI seems to always catch up and stay with the player. There are some ways to escape the police, such as forcing them on to a sidewalk and crashing into a post, trees, or even vehicles.

The game won the MegaGames.com award for Worst Game of 2005.

While Driver 3 received mostly mixed reviews, two outlets operated by Future plc, PSM2 and Xbox World, gave the game 9/10 scores. This disparity led some gamers and journalists to claim that the early access Atari gave Future was contingent on receiving favorable ratings, but Atari and Future denied any wrongdoing. The incident was dubbed "Driv3rgate".

After the accusations of review fixing arose, the GamesRadar forums (also operated by Future) were filled with critical posts, many of which were deleted by moderators. Although the comments were said to be removed for being libelous, some users suspected a cover-up. Some comments defending Driver 3 and Future were traced by forum moderators to Babel Media, a marketing company that made use of astroturfing. The users admitted they worked for Babel, but said that they were posting on their own behalf, not for Babel. The thread was eventually deleted in its entirety.

DRIV3R

by: Narayan Pattison@ PlayStation 2 Official Magazine (AU) August 2004 #30

Has Grand Theft Auto's reign finally ended?

After the huge impact the *Grand Theft Auto* series has had, it's easy to forget that the *Driver* series combined on-foot and driving missions in a 3D environment long before *GTA* ever did. Well, the original action driving game is back, and with three massive cities to lay waste to, a big-name Hollywood cast and the most cinematic car chases we've ever seen, it might just have the grunt to knock *GTA* off the road.

Driv3r casts you in the role of brutal undercover cop Tanner, who's on the tail of a gang of international car thieves. It's a little ironic that a you're chasing car thieves in a game that lets you steal any car you want, and the storyline does get a little confusing at times but really, the plot is just an excuse to give us all sorts of action-packed missions - and we're definitely down with that.

FALSE START

Whatever you do, don't judge *Driv3r* by the first 25 minutes of gameplay. Things kick off decently with a stylish CG into movie but then the excitement factor plummets when the gameplay begins. Tanner starts off in his waterside house - which is lovely - but it isn't half as cool as an adrenaline pumping shoot-out or a good car chase. Things don't get much better when we're asked to take a leisurely drive to the police station for some target practice at the shooting range.

When the first real mission begins we do get a thrilling car chase to participate in, but the difficulty is excruciatingly unforgiving. Make one wrong turn or hit one streetlight and you'll be looking at the dreaded "Mission Failed" screen. The second mission dishes

up an identical serving of frustrating car chases with exactly the same unforgiving aftertaste. So there you have it, 20 minutes in and *Driv3r* is all about frustrating, repetitive gameplay and a bade case of dèjà vu thanks to its *Grand Theft Auto Vice City*-style Miami setting.

However, just as we were crying onto each other's shoulders and beginning to come to terms with the massive disappointment that was *Driv3r*, something incredible happened. We got the third mission and the gameplay stopped being about control pad-snapping car chases and started offering up stylish cinematic action on par with Hollywood's best.

Driv3r's next batch of missions all seem to be inspired by great games and movies. First up there's a *Stuntman*-style mission that sees you barrelling through a construction yard, using your car to destroy the place by smashing through flimsy shacks, making roadkill out of the security guards and hitting as many explosive barrels as possible. Next is the homage to *The Blues Brothers* that sees you speeding through a shopping centre, dodging ice cream stands and watching the police cars plough into shopfronts. Some of our other favourites include a *Gone in 60 Seconds*-flavoured mission in which you have to steal three cars and drive them back of a moving truck before it can drive across town, and a *Speed*-inspired mission that has you desperately trying to keep your car above 80kmph to stop a bomb from blowing your car off the road. The mission may not be overly original but when they're based on highlights from so many movies, what you get is one hell of a roller coaster of non-stop action.

LIGHTS, CAMERA, ACTION

At this point you could be forgiven for thinking the game plays exactly like *Vice City*. There are definetly a lot of similarities. Both games involve third-person action in big cities, with all the stealing, crashing and shooting at cars that you can handle. The main difference is in the presentation. Whereas *Vice City* favours an almost cartoonish style, *Driv3r* goes for realistic visuals in an attempt to recreate the look of an action movie. And you'll notice the difference, especially when you're unloading a machinegun into an enemy car. Every bullet that hits a car shatters windows, blows out tyres and punches holes. Pull out a grenade launcher and you'll really get to see what the cars are made of because a direct hit will literally blow a car to pieces, sending tyres and panels sailing past you.

This intention to let you destroy everything with your weapons extends to pretty much everything in the environment. If an object isn't nailed down then you can expect to knock it all over the place with your weapons. And rather than being a cool gimmick, this allows you to get the drop on enemies. If some punk is hiding behind a barrel you can just shoot his

cover out of the way, then make a lead salad out of him.

The crims you face off against are smarter than the average collection of polygons too. As well as ducking behind cover when they need to reload, they will dodge when you are shooting them and hide in new places on different mission attempts.

Pedestrians show a surprising amount of intelligence too. Wimpier citizens will abandon their cars and flee the moment they see you walking around a corner with an assault rifle, while others will stand their ground and pull their own gun if you try and touch their car.

The third-person shooting in *Driv3r* feels nice and easy thanks to a dual stick control method that lets you run and strafe with one stick while aiming with the other. This allows you to peek around corners and aim where you want from third-person. And for those who fancy a first-person view, all weapons can be fired from this perspective. Even better, your feet aren't nailed to the ground while using the first-person view, giving you the choice to play the entire game from this perspective.

MISSION IMPOSSIBLE

As we mentioned before, *Driv3r*'s car-based mission punish you cruelly for the slightest error. To call them unforgiving would be the understatement of the year. To the game's credit, no matter how many times you have to retry a mission, you always feel to fight back and refuse to let the game beat you. And to make the chases feel that little bit more realistic and less scripted, the cars you pursue often head down different streets to throw you off.

As well as the standard pursuit missions, you'll sometimes have a buddy in the passenger seat who will lean out the window and fire a machinegun at the car you're chasing. Although the most driving missions involve a variation of the two above, there are plenty of others involving speedboats, smashing through roadblocks with semi trailers. losing police tails and stealing cars. There are also occasional on-rails missions that see you playing gunner as you shoot enemy cars trying to ram your buddy's car off the road.

On-foot missions while not as prominent as the driving missions, still play a large part in *Driv3r*. What's best around these missions is the number of ways in which you can approach them. Most of the time you will have arrived at a location by car, which you must then shoot your way into. Towards the end of one mission we needed to escape from a dock area. After dodging a number of enemy vans trying to block our path, a huge truck pulled across the narrow road, cutting out path off completely. The first time we played through the mission we jumped out of the car, hammered the truck's cab with bullets, then tried to blow it up by giving it another volley of bullets. While this is entirely possible with normal cars, trucks are too solid and cannot be blown up. Using a bit of lateral thinking we drove our car alongside it, jumped on top of our car, then we jumped on top of the truck's cab and made good our escape. During the next run through the mission one of the enemy vans got lucky and rammed our car into the water. To our surprise Tanner splashed to the surface and we realised we were able to simply swim across the narrow bay to the other side and escape.

A later mission in which we had to sneak into a seaside car yard

through a hole in the fence, climbed up on the top of the building, shot out one of the skylights and dropped in on the witless car thieves. Remembering our swimming skills, the next time we were able to sneak into the yard by swimming underneath, via an open drain and climb up in the middle of the yard.

These sorts of choices extend to the driving mission too. Our objective was to stop a truck before it got to its destination. The obvious way is to take the long winding road but a better solution is to cut onto the grass and use a nearby jump to sail over the fence and land in front of the truck, allowing you to shoot the driver and stop the truck far more quickly.

Sometimes a simple stray bullet is all that's needed to make a mission play out entirely differently. When firing at a stolen car we were chasing, a few bullets that missed their target pelted into an oncoming car's tyre, causing it to swerve out of control and smash into the stolen car, stopping it dead. Now that's cool!

THREE TIMES THE FUN

Where all the previous game in this genre have offered up one big city to explore, *Driv3r* triples your driving pleasure with three complete cities - Miami, Nice and Istanbul. And if you had any doubts about these cities being made up of a couple of small districts, try these stats on size. *Driv3r*'s environment consist of more than 30,000 separate buildings and over 150 miles of main roads. On top of this there's also a wealth of back alleys, shortcuts and open land to explore. Disappointingly, the limited secrets and the purely mission-based structure of the game mean you're never really encouraged to explore the cities but there's definitely no shortage of new routes to discover. And although *GTA: San Andreas*' recent announcement (that it will not only include three cities but also an entire state) is bound to steal a little of *Driv3r*'s thunder, it's still an impressively large and varied setting for the game's action.

While *Driv3r* lacks *Vice City*'s wealth of hidden items and crazy side missions, you should have no concern about its depth and long-term appeal. *Driv3r* features a very cool mode which lets you direct, then save, replays of entire missions. Giving the game a more open and longer lasting appeal, you can also select to replay any completed missions whenever you want. *Ronin* eat your heart out!

The bulk of *Driv3r*'s replay factor comes from the driving mini-games. These are separate to the main adventure and offer up brief challenges like chasing down a target car, checkpoint races and surviving for as long as possible with a squad of police cars ramming you. What's even better is that each one of the six driving games can be selected from a wealth of different courses across each of the three cities.

Driv3r fails to match *Vice City* in terms of freedom, variety and humour, but when it comes to pure driving and shooting action it goes beyond Rockstar's classic. And considering *Vice City* is currently the best game on PS2, that's a pretty big compliment.

OFFICIAL VERDICT

Graphics 09
Weak animation but stunning cars and backgrounds

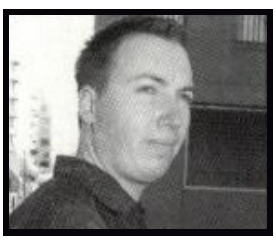
Sound 09
A solid soundtrack and spot-on effects

Gameplay 09
Frustrating and brilliant in equal measures

Lifespan 09
It doesn't take forever but still, there's plenty here

Fast cars, slick shooting, huge cities and cinematic action makes this one of the best action games on PS2!

09



words: Narayan Pattison

New York City, 1978. You were the fastest wheelman on the street. You were a legend. You were money. Until they set you up and sent you down. Twenty eight years inside for someone else's crime. Now you're getting out. Guess what? You got a new job...

...It's called revenge.

DRIVER™ PARALLEL LINES

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ATARI

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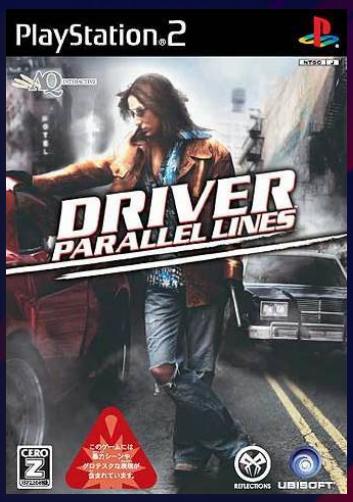


J N P

Driver: Parallel Lines

Developer	Reflections Interactive
Publisher	Atari, (jp) AQ Interactive
Release date	(us) March 14, 2006
Genre	Racing, Action-adventure
Mode	1 Player

Driver: Parallel Lines is the fourth installment in the Driver series. It is a departure from previous titles in the series that focused on multiple cities, as the game takes place in New York City, within the periods of 1978 and 2006. It is also the only title not to involve undercover cop, John Tanner, but instead focuses on a get-away driver named T.K., who seeks revenge on a gang he worked with during his youth, after they framed him for the murder of a drug lord they held for ransom. Due to the underwhelming performance of Driver 3, particularly the often-derided on-foot sections, Parallel Lines returns to the formula used in earlier games in the series, focusing on driving, although shooting remains in the game, while the game is more open-ended than previous titles.

The game takes place in an entirely open world environment, in which mini-games are now accessed from the in-game world instead of from a menu, while the game also features some new elements that are common with Grand Theft Auto - visible blood when someone is shot, an "Auto-aim" feature (with manual aim also available), a money system, fully modifiable vehicles (with a test track to test out upgraded vehicles), and environment destruction (i.e., lamp posts can now be run over and fire hydrants can break, spewing water into the air). A new felony system is incorporated in Parallel Lines, which can differentiate between personal felony and felony "attached" to vehicles the player has used. If the player attracts police attention on foot or in a certain vehicle, the player can suspend their wanted level by losing the police and entering a "clean" car, though it can be reactivated if they spend too much time in the sight of a police officer, who will eventually recognize the player as "wanted". The same principle applies to out-of-car activities such as weapon use, in which players can holster their weapon in order to lose police attention until spotted committing illegal acts again. Like Grand Theft Auto, the game features fictional, yet distinct styles of vehicles based upon real automobiles that were in use within New York between the two periods.

The game was originally intended to include online multiplayer, but this was scrapped when it became apparent to the developers that they could not deliver a strong multiplayer mode and wanted to focus entirely on the single-player portion of the game. The control layout differs slightly from Driv3r in that swimming and jumping abilities were removed from the game, along with a separate control to do "burnouts". While this was practical on the pressure-sensitive buttons of the PS2 controller, it meant that if the game was played using a PC keyboard to drive vehicles, most of them would constantly do a burnout when accelerating at low speeds and thus reduce control. The instant replay film director mode of previous Driver games was also removed, with the only available cinematic mode being the fixed-perspective slow-motion "Thrill Camera".

The game's appearance changes significantly between 1978

and 2006. Not only does T.K.'s appearance change from his 70's look to a more modern appearance in 2006, so too do the weapons, pedestrians and vehicles. Vehicles stored in the garage from 1978 can be used in the 2006 era and vice versa, while modifications are more expensive in the modern era than in 1978. New York's scenery changes quite significantly in places, with Times Square's lights and commercial posts changing to reflect the era they are in. While the 1978 World Trade Center appears, in 2006 it's a cleared and closed site. In addition, the New York of 1978 has a rather sepia tone to it, whereas in 2006 the sky has been blue-tinted. The game's HUD, which is updated from that of Driv3r featuring a speedometer, a nitrous oxide meter, and an odometer displaying how many miles the player has driven in-game also changes in appearance, from a chrome style to an LED look. While the players can change between eras manually, it can only be done after completing the 32 missions of the story mode and unlocking the "Era Change" option. While the game completely lacks any kind of weather, it does retain a day-to-night cycle that provides notable atmospheric changes.

The interpretation of New York City in Parallel Lines is not GPS street-accurate like True Crime: New York City's Manhattan. Instead, it's a smaller and condensed version of the city with creative liberties taken that includes all the boroughs except Staten Island, as well as Coney Island and parts of the New Jersey shore. For example, Downtown Brooklyn is present but is not accurate to its real-life counterpart. The total amount of roadways used for the game's versions of Manhattan, Brooklyn, New Jersey, Queens, and The Bronx comes to around 222.5 miles (358.1 km), making the game world larger than the combined total of all three cities

(Miami, Nice, and Istanbul) found in Driv3r. The game's New York City is also more "lifelike" compared to previous games in the series - players can watch vendors sell donuts, hear NPC pedestrians talk rather than simply grunting and screaming, and take part in numerous side jobs such as cab driving and car towing. Several things are notably different in the game compared to that of real-life New York. One example of this is that the New York Police Department is simply renamed and referred to as "City Police" within the game.

All of New York City's major bridges feature within the game, except the Verrazano-Narrows Bridge, the Whitestone Bridge, the Hell Gate Bridge, and the Throgs Neck Bridge, with the player capable of traversing them freely from the start unlike some Grand Theft Auto games.

The game received "mixed or average reviews" according to Metacritic. Praise went towards the story, fixes and improvements over the previous title, but criticism went to the cleavage of some elements in the new formula and the unbalanced difficulty.

IGN gave the game 7.2 out of 10, praising the return of the series to its roots, and mentioned that *"It's still not perfect, but it's not broken either."* GameSpot gave the game 6.5 out of 10 and called it a competent GTA clone, but far from being recommendable.Eurogamer gave the PS2 version 6 out of 10, while stating that *"There's not too much shame in trying to do what GTA does, of course (and at least it's not about bloody gang warfare for once), but while this is definitely a solid improvement* on its dreadful predecessor, it needed to achieve a basic level *of competence and build upon it, and it only does that to a very limited extent."* 1UP.com gave it a C+ and stated, *"Sure, it's derivative as hell, but there's nothing getting in the way of actually enjoying the game now."*

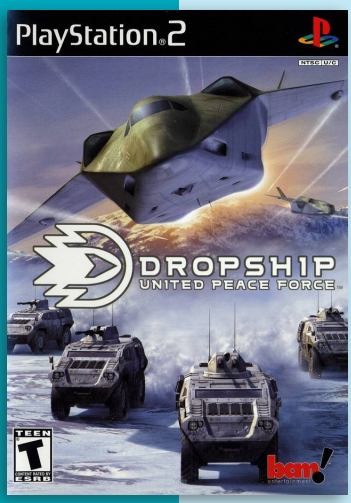
PlayStation.2
THE THIRD PLACE

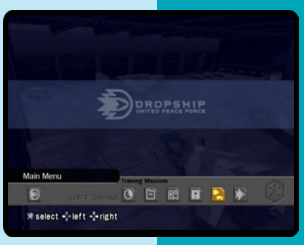
New recruits required.

The United Peace Force needs your help to restore world stability in the year 2050. You will navigate minefields, shell enemy targets and conduct huge aerial dogfights as you attempt to earn your wings as the ultimate Dropship pilot. It'll blow you away. www.dropship-pilot.com

Dropship: United Peace Force

7.8





Developer	SCEE
Publisher	SCEE, (us) Bam Entertainment
Release date	(eu) January 18, 2002
Genre	Shooter, Simulator
Mode	1 Player

Dropship: United Peace Force is a combat flight simulator. The player assumes the role of a pilot in the United Peace Force, a fictional multinational military organisation charged with combating terrorism and organized crime across the world. The game itself is set in 2050.

The game features a number of futuristic aircraft, including agile fighters, and slower transport aircraft. The game also features levels in which the player drives military vehicles such as armored personnel carriers.

Unlike many science fiction flight simulator games, Dropship is set in the near future, and the vehicles and weapons, although futuristic, are grounded in reality, and bear many recognizable traits of modern military aircraft. Another feature of the game is the VTOL ability, allowing the player to switch to a hover mode and land the aircraft.

N P

Dual Hearts

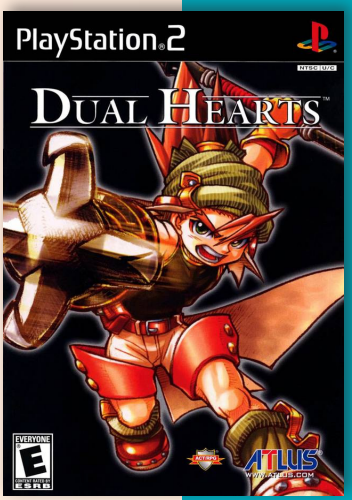
7.0

J N

Developer	Matrix Software
Publisher	SCEI,(us) Atlus
Release date	(jp) February 14, 2002
Genre	Action role-playing
Mode	1 Player

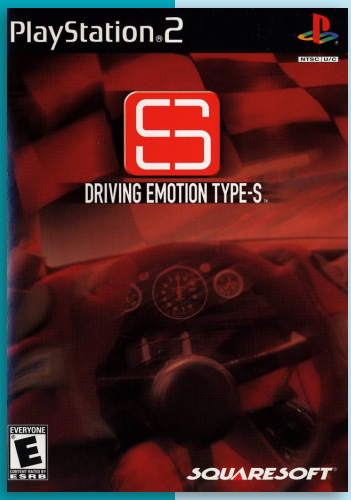
The plot begins with a treasure hunter named Rumble learning about a treasure, the Dream Stone on Sonno Island and setting out for it. At the same time, Tumble, who is a magical dream creature called a baku, is summoned by the Dream Queen to protect dream orbs. They both come to the same island and after a strange twist of fate become partners. Bakus can exist both within the dream world and the real world, and Rumble uses Tumble to travel into different peoples' dreams searching for the dream orbs. Most of the dreams become nightmares full of dangerous monsters.

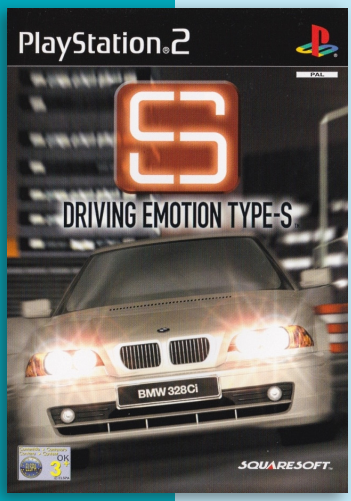
Rumble and Tumble will travel around Sonno Island, meeting the people there and seek out those whose dreams holds one of the seven keys. Each dream is different as each person is different.

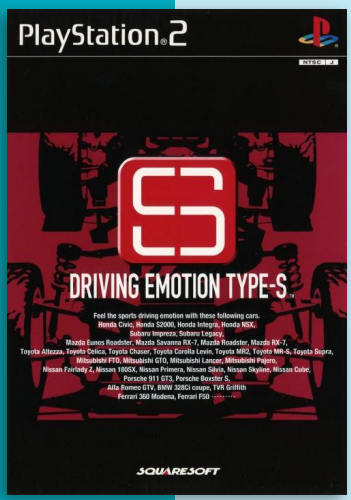


Driving Emotion Type-S

5.5







J N P

Developer	Escape
Publisher	SquareSoft, (eu) Electronic Arts
Release date	(jp) March 30, 2000
Genre	Racing
Mode	1-2 Players

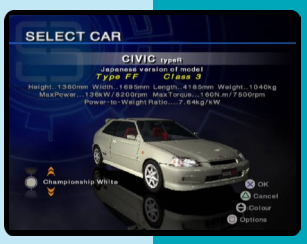
Driving Emotion Type-S is a racing game developed by Escape, a subsidiary of Square. It was Square's first release for the PlayStation 2 console.

The gameplay follows general conventions of racing games. The game's physics and controls intend to be realistic and are based on vehicular weight. The player competes in races with other computer-controlled cars in order to unlock new cars and tracks. Car settings can be customized, as well as their colors, before each course. The game includes 43 officially licensed cars from thirteen Japanese and European manufacturers, including BMW, Toyota, Honda, Nissan, Mazda, Porsche, Subaru, Mitsubishi, TVR, Alfa Romeo, Ferrari, JGTC, and Lexus which was exclusive to the Western versions of the game. Fourteen courses are available in total, including two fictional circuit and real circuit like The Home of Formula One Circuit in Japan Suzuka Circuit and the home of Super Lap in Japan Tsukuba Circuit, and one exclusive to the Western versions of the game called West Coast.

There are four game modes. The "Arcade Type-S" mode is the main part of the game, and allows the play to immediately join a race. Only four cars are available at the beginning of the game, but as the player wins more races, more cars and tracks are unlocked. The "Line Training" mode enables the player to try out any of the tracks and improve their driving techniques, without any computer-controlled car. An ideal racing line is shown in red on the track and becomes jagged when the suggested braking points are approached. This mode features four autocross tracks that do not feature in the other modes. A "Time Attack" and split-screen two-player "Vs Mode" fill out the gameplay.

The game's music, primarily composed by Shinji Hosoe, was published as a soundtrack in Japan.

Sales for the game were low and professional reviews very mixed, with either praises or criticism of the game's graphics, controls and sounds.



DT Carnage

7.8

Developer	Axis Entertainment
Publisher	Agetec
Release date	(us) September 6, 2008
Genre	Racing
Mode	1-4 Players

DT Carnage revolves around a tournament called the DT Tournament where people race using modified cars that allows the use of weapons. The player's father is injured in one of the tournaments and swears revenge against the one who injured him.

Players can use items to slow down opponents, or crushing other them against the side of the track.

N

DT Racer

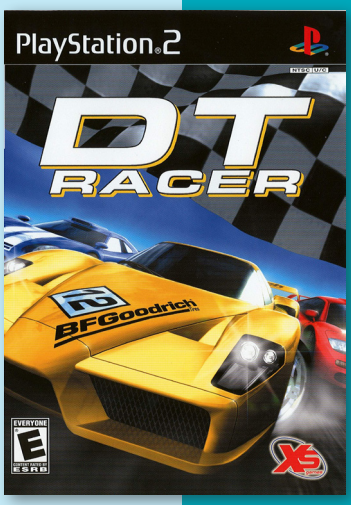
3.2

N P

Developer	Axis Entertainment
Publisher	XS Games
Release date	(us) September 26, 2005
Genre	Racing
Mode	1-2 Players

DT Racer is an simulation racer featuring 21 facsimiles of real race cars. Players can select from Arcade, GT, and Free modes. Courses range from ovals to city courses, and include facsimiles of real tracks such as the Circuit de Monaco.

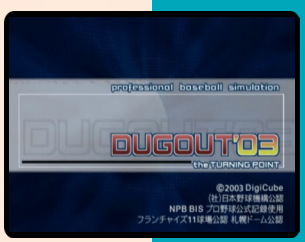
Before a race the tires, downforce, and suspension of a car can be modified. During a race cars take damage from impacts, causing parts to break and fall off the car.

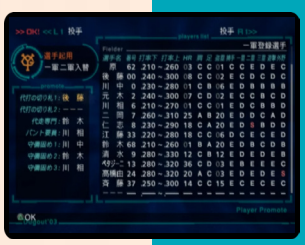


Dugout '03: The Turning Point

Developer	DigiCube
Publisher	DigiCube
Release date	(jp) June 26, 2003
Genre	Sports, Simulation
Mode	1 Player

Dugout '03: The Turning Point, also Known As: Pro Yakyuu Simulation Dugout '03: The Turning Point, is a baseball management game. The game feature up to 800 real players. Before each game, players have to take into account injured players, weather changes and other factors.





J

Dynamite 100

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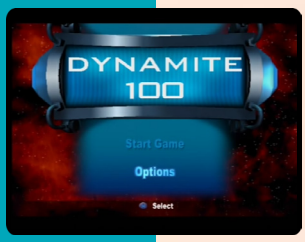
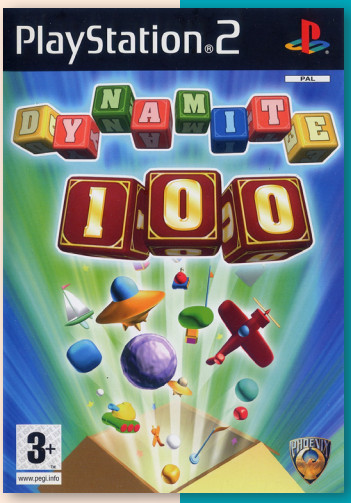


P

Developer	Mere Mortals Ltd.
Publisher	Phoenix Games
Release date	(eu) 2006
Genre	Mini-games
Mode	1-2 Players

Dynamite 100 is a budget title from Phoenix Games. It was released in Europe and is a collection of 100 simple 2D mini games in different genres, including arcade puzzle, board games, shooters, racing and some others.



Duel Masters

6.6

Developer	High Voltage Software
Publisher	Atari
Release date	(us) November 2, 2004
Genre	Turn-based strategy
Mode	1-2 Players

Duel Masters is a GameCube port based on the Duel Masters trading card game franchise. Players must build powerful decks to customize offensive and defensive strategies. Released as a Limited Edition on the PS2, the game came with DM-02 Evo-Crushinators of Doom booster pack. This edition also had no gameplay difference as compared to its original GameCube release.

N P

Duel Masters: Birth of Super Dragon

8.3

J

Developer	Shogakukan
Publisher	Kids Station
Release date	(jp) March 24, 2005
Genre	Turn-based strategy
Mode	1 Player

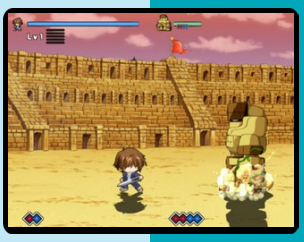
Birth of the Super Dragon is a tactical card game compared to previous Duel Masters games, which featured completely new characters and focused heavily on the creature's graphics. This game mostly concentrates on the card-game itself with new decks and strategies, as well as new and powerful identifiable creatures for fans of the TCG.

"duelmasters.wikia.com"

Duel Savior Destiny

6.6

Developer	Giga
Publisher	Alchemist
Release date	(jp) December 22, 2005
Genre	Action role-playing
Mode	1 Player

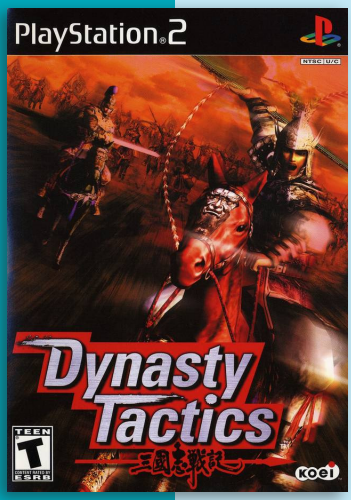


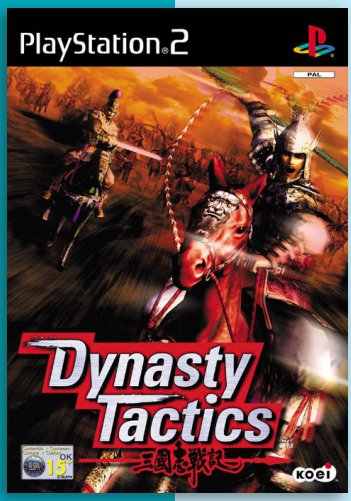
Duel Savior Destiny begins with the protagonist opening up a mysterious red book, transporting him to another world. There, in addition to hooking up with a number of girls in school-girl outfits, players also take part in 2D, side-view battles which feature a simple control scheme. Alchemist is adding extra voice and illustrations on top of what was already featured in the PC version.

"psxdatacenter.com"

7.9

Dynasty Tactics





J N P

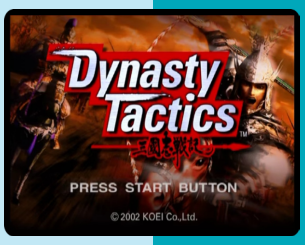
Developer	Koei
Publisher	Koei
Release date	(jp) February 14, 2002
Genre	Turn-based strategy
Mode	1-2 Players

Dynasty Tactics is set during the Three Kingdoms era and takes place after the Yellow Turban Rebellion and Dong Zhuo's death. The gameplay uses elements from Koei's in depth turn based system in the Romance of the Three Kingdoms series. While the Dynasty Warriors series is a contemporary interpretation of the setting, the mood in Dynasty Tactics is archaic and gritty, closer to the tone set in the novel. The players can choose to roughly follow events from the epic or dramatically diverge from it.

The game is basically separated into two different phases: the planning stage (or turns) and battles. Turns occur on a bird's eye map of the area with color coded cities to differentiate the rulers of each section of the land. Each ruler is assigned a capital which will serve as their base of operations; if it falls, the lord of the land will be overthrown. From there, they can decide to check on their armies, search for civilians who will join their cause, or assign envoys to recruit men and spy on the enemy. If a ruler has enough spare officers, he can also create another army to fortify their land's defenses. Additionally, cities with no alignment can be effortlessly claimed if the player places an army on it.

Each segment of the story has set objectives with a number of turns given to decide how to complete it. Objectives are basically stepping stones for the ruler's motivation and method of conquest. For instance, Liu Bei can forge an alliance with Lu Bu or declare war on him instead. The ultimate goal of the game is to unite the land under one ruler but the method of doing so is up to the player.

Battles take place on a grid map system and are often limited to 30 days (or 30 turns). Only two forces can fight at one time and each side is allowed two armies (or eight units) in one battle. Envoys with the Spy skill can also participate in battle. Armies are composed of one commander, one strategist, and two other officers. When two allied armies are on the field, the commander with the highest leadership is designated as their side's main commander in battle.

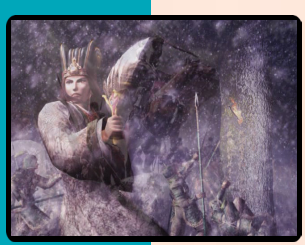


Dong Zhuo
Illustration：黒田清桐

Liu Bei
Illustration：二見敬之

Dynasty Tactics 2

7.8



Developer	Koei
Publisher	Koei, (us) SCEA
Release date	(jp) June 26, 2003
Genre	Turn-based strategy
Mode	1-2 Players

Dynasty Tactics 2 is the sequel to Koei's Dynasty Tactics. The game has 84 stages, roughly 200 different battle and strategy events, and 96 different tactics, which is near double the last game's number.

Unlike the first title, players are limited with starting Liu Bei's story at the start of the game for the prologue feature. Afterwards, they can choose Liu Bei, Cao Cao, Sun Ce, or Lu Bu's stories. Lu Bu's daughter debuts in this game and can be used as part of his armies.

Recruited officers can be employed as spies to infiltrate enemy forces and sneak into cities.

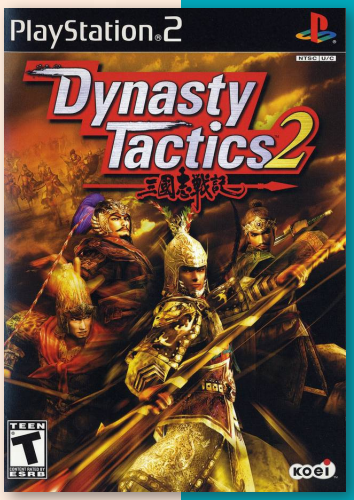
If a spy is sent into an enemy-occupied city, then there is a chance the spy will be caught and be sent back to the player's home base. Alternatively, if the spy isn't caught, then the player can perform different Ruses against the enemy army. These Ruses cost Craft points. Also, the player can take a more in-depth view of the enemy army, including who are friends of the enemy officers. If the spy is a friend of the enemy officer, then he may visit said officer. Sometimes, the officer will be convinced to defect.

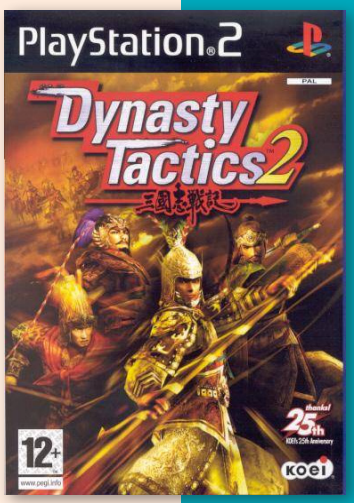
If the spy is placed into a city with a civilian, and that civilian is friends with the spy, at the end of the turn, the civilian will request to join the player's army.

Cities may now be explored, and players can access barracks, mystics, and town squares. Barracks: Here, the player can buy additional Tactics using Craft points, which are earned by defeating officers and winning battles. The player can buy the same tactic over and over, but each time the price increases.

When an officer visits a town square, battle advice will be given, his or her stats will increase, or an enemy bandit unit will be created somewhere on the map. Bandit units are usually weak, and provide decent experience if defeated.

Tactics can now be chained, being consecutively executed in a single turn. Within a Chain Tactic, each accomplished tactic will increase the chance that the next will succeed.

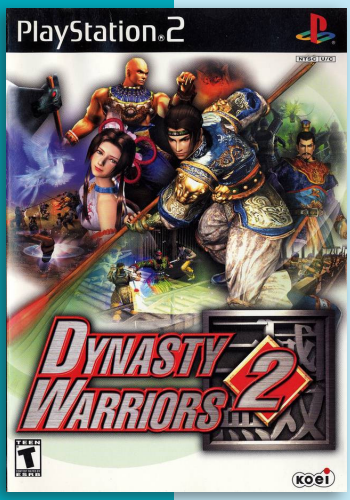


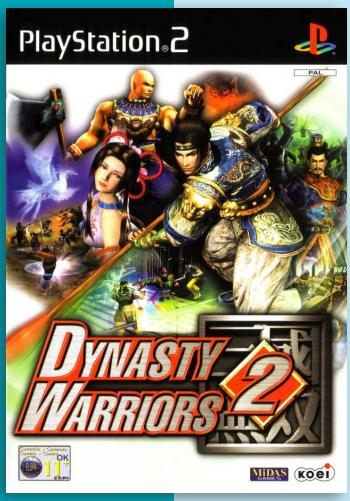


J N P

Dynasty Warriors 2

7.5





JNP

Developer	Omega Force
Publisher	Koei, (eu) THQ, (jp) Koei Tecmo Games
Release date	(jp) August 3, 2000
Genre	Beat-'em-up
Mode	1 Player

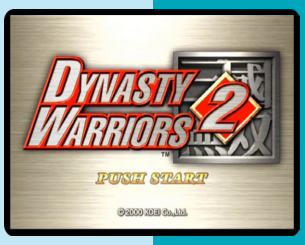
Dynasty Warriors 2, Shin Sangokumusou in Japan, is a crowd-combat sequel to the PlayStation fighting game Dynasty Warriors. It is the second game in the Dynasty Warriors series, but the first in the Shin Sangokumusō series. The game was released in other countries as Dynasty Warriors 2, leading to the discrepancy in title numbers. In North America it was released as a launch title for the PS2.

From this game onward, the player chooses a playable character general, and plays through a number of levels representing particular conflicts in the time of the three kingdoms, eventually defeating both of the other kingdoms and becoming the ruler of a unified China. However this game is not a one-on-one fighting game like the original Dynasty Warriors, but a beat 'em up hack and slash fighting game in full 3D, similar in genre to Fighting Force. Unlike previous games in the beat 'em up genre, Dynasty Warriors 2 allowed players the freedom to roam to any point within the limits of the current stage being played.

This game was the first to introduce Free Mode and Musou Mode to the series. The Free Mode allowed the player to replay any missions that they have already completed in Musou Mode. The Musou Mode is the character's main story, where playes take control of the officer until the kingdom players are fighting for has unified China. However, due to the small scale of the game at the time, many important battles were missing. This was fixed in Dynasty Warriors 3, as many of the missing battles were added there.

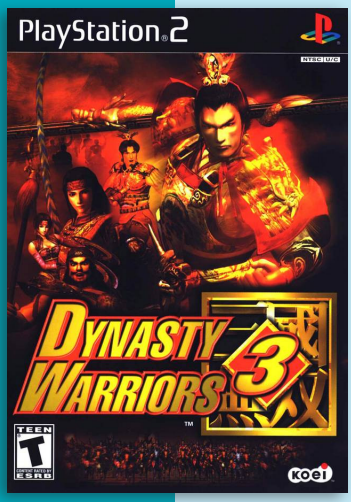
Many of the stages are recreations of notable battles present historically or from the novel Romance of the Three Kingdoms, while original creations became more common with the newer installments.

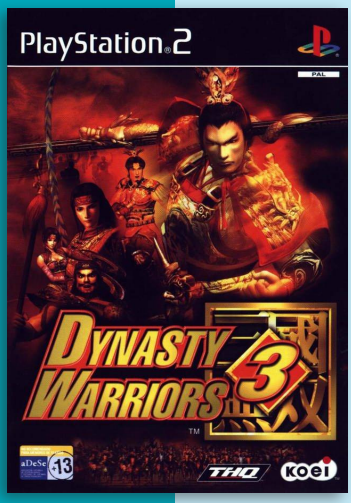
The game was met with positive to average reception upon release, as GameRankings gave it a score of 72%, while Metacritic gave it 75 out of 100. Famitsu gave it a score of 31 out of 40.



Zhang Fei
Illustration：つよ丸

7.8





J N P

Dynasty Warriors 3

Developer	Omega Force
Publisher	Koei, (eu) THQ, (jp) Koei Tecmo Games
Release date	(jp) September 20, 2001
Genre	Beat-'em-up
Mode	1-2 Players

Dynasty Warriors 3, Shin Sangokumusou 2 in Japan, is third in the Dynasty Warriors series in North America and the second in the Shin Sangokumusou series in Japan. It is a spin-off from the video game Romance of the Three Kingdoms and based around a series of books by the same name, written by Luo Guanzhong. It contains a number of fictional and non-fictional elements from the same era in Chinese history that Romance of the Three Kingdoms is set but follows the main events of part of the story which is to unify China under the single rule of a kingdom.

Dynasty Warriors 3 is set across Ancient China in the time of the Three Kingdoms era. The game begins at the fall of the Han Dynasty shortly after the death of the Emperor Ling when the leader of the Way of Peace, Zhang Jiao led an uprising against the Empire.

The game features a strong mix of fact and fiction from Chinese History and often exaggerates characters and their personalities, for example Lu Bu is portrayed as a virtually unbeatable, violent maniac. Most of the events and stages are reported to have occurred in the Three Kingdoms era during the struggle of power. The three kingdoms primarily involved, Shu, Wu and Wei, each sought power enough to overthrow the other two and unify China under their rule. Although the story in Dynasty Warriors is not perfect in the sense that it does not accurately follow the historical events, it has been changed to make the game more playable and less repetitive. For example, a number of the characters in the game died in the time frame that the game is set, but they still appear in later stages. The game features environments resembling that of Ancient China and various items from the era such as Fairy Wine and Dim Sums.

It also touches on Mysticism as some characters (Zhuge Liang, Sima Yi, Pang Tong) have either magical elements in their attacks or completely magical attacks.

In Dynasty Warriors 3 the player takes control of an officer and must attempt to defeat the enemy commander. The player must make their way through the stage defeating soldiers and enemy officers while trying to keep their commander alive. As well as hundreds of soldiers in each stage, there are stage specific events to complete that can help the player's army and raise their morale. A higher morale means allied soldiers will attack more frequently and will be more likely to follow through with their combination attacks. To make this possible, officers and commanders have superhuman abilities and have the capability to kill hundreds of enemy soldiers per stage.

The main play mode of the game is Musou mode, the story mode of the Dynasty Warriors series. Each playable character of the three main nations have their own Musou mode which consists of a number of stages that resemble events in Romance of the Three Kingdoms. The Musou mode for each character is a linear story where the user cannot change how the story progresses. The story pro-

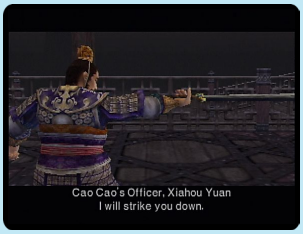
gression for Cao Cao, Liu Bei and Sun Jian and officers from their respective kingdoms have the closest relation to the Romance of the Three Kingdoms story.

Initially there are 15 available characters to play as and new characters can be unlocked by performing special events during battle or simply meeting them during battle. Each playable character has their own unique weapon that can be upgraded and allows for a maximum of 4 levels of weapon. When the next level of weapon is obtained, its strength is greater than the level below it and adds one extra attack to the player's maximum number of attacks.

Items are also hidden throughout stages and can also be obtained by defeating officers. There are three types of items in game, normal items, red items and weapons which can be equipped before the stage begins and will increase the player's statistics. Red items are specialised items than cause a special effect, such as starting the stage mounted on a horse or giving the player the ability to shoot fire arrows.

Dynasty Warriors 3 has an RPG element to it where the player can increase the attack, defence, life bar or Musou bar of the characters. This can be achieved by defeating enemy officers and gate captains who will drop items that will increase the aforementioned statistics. Although it is not necessary to collect these items, it is helpful to the player as in later stages as enemies grow in strength.

New to Dynasty Warriors 3 is the two player mode. It allows players to either go head-to-head in one-on-one fights or play co-operatively in any of the stages. The screen is split horizontally with player one on top and the second below. In one-on-one fights the characters statistics are reduced to their default to allow for a fair battle, relying more on the player's skill rather than who has the stronger character. In co-operative play the characters retain their saved statistics, there are no alterations to the stage and the players gain the ability to perform a more powerful version of their Musou attack (Special Attack). If the players perform their Musou attack at the same time within range of each other, the attack gains a lightning element and deals extra damage to enemies that are hit.



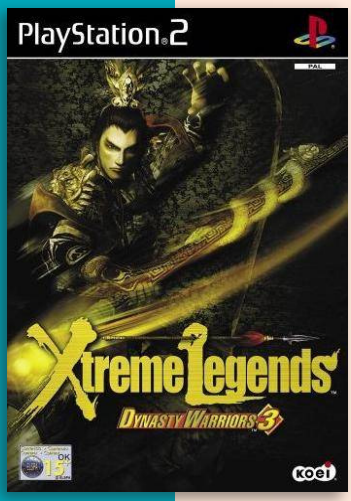
The game was highly anticipated after its release being announced because of its numerous new features and improvements of the last in the series. Afterwards, it was met with positive to average reception upon release; GameRankings and Metacritic gave it a score of 77% and 78 out of 100.

In just under four months, over 1 million copies of Dynasty Warriors 3 had been sold in North America and Japan combined and made it the first of Koei's games to pass one million sales on a single platform and making it a platinum title. Not only that but it topped the sales charts for five consecutive weeks and, according to Famitsu, it was ranked the 9th best selling game of 2001.

Dynasty Warriors 3 still retains a number of the bad features that were in the previous game such as fogging and low quality English voice actors. Although the English voices were poor (they have gained a cult-like status among fans of the series), the player has the choice to turn on Japanese voices and they are considered to be of a much higher quality. IGN strongly criticized the Xbox version over the sound, both music and the voice acting. Despite a number of negative points coming up throughout the review it scored 6.8/10 and the reviewer saw it had potential to become a very good game.

7.2

Dynasty Warriors 3: Xtreme Legends



JNP

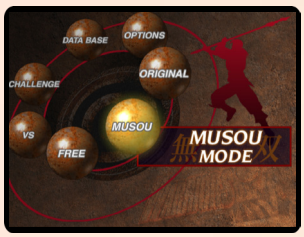
Developer	Koei, Omega Force
Publisher	Koei
Release date	(jp) August 29, 2002
Genre	Beat-'em-up
Mode	1-2 Players

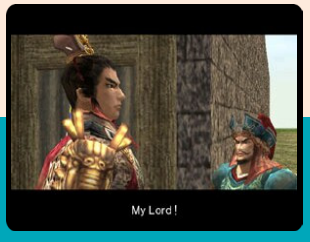
Dynasty Warriors 3: Xtreme Legends, Shin Sangokumusou 2 Moushouden) in Japan, is the first Xtreme Legends installment by publisher Koei and developer Omega Force.

Xtreme Legends added several new features to Dynasty Warriors 3, including new items and the ability to fully customize bodyguards. Xtreme Legends also included a Musou Mode for the playable characters who did not belong to either Wu, Wei, or Shu (Diao Chan, Lu Bu, Zhang Jiao, Dong Zhuo, Yuan Shao, Zhu Rong and Meng Huo). Xtreme Legends also allowed players to obtain a fifth-level weapon for each character and added two new difficulty levels: Beginner and Expert. (Otherwise referred to as "Very Hard" in game, respectively.)

The player can also import content from the DW3 disc while playing Xtreme Legends by using the "Load Original" option. If played by itself, DW3:XL only features its own scenarios and Musou modes. It can, however, copy data from a previously saved DW3 file on the memory card, but only if there's already a DW3 data before creating DW3:XL save data.

The game was met with average reception upon release, as GameRankings gave it a score of 71%, while Metacritic gave it 72 out of 100. Famitsu gave it a score of 33 out of 40.





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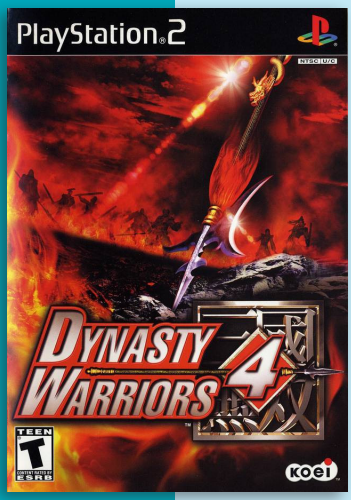


J N P

Dynasty Warriors 4

Developer	Omega Force
Publisher	Koei, (eu) THQ, (jp) Koei Tecmo Games
Release date	(jp) February 27, 2003
Genre	Beat-'em-up
Mode	1-2 Players

Dynasty Warriors 4, Shin Sangokumusou 3 in Japan, is the fourth installment in the Dynasty Warriors series. As the series has progressed, it has strayed further from the actual plot of Romance of the Three Kingdoms but instead has given the user more input on how the storyline progresses.

Originally released on the PS2, it was later ported to the Xbox the same year and, in 2005, ported to the PC under the name Dynasty Warriors 4 Hyper. The game is the first in the Dynasty Warriors series to introduce an Empires expansion pack and the second to include an Xtreme Legends title. These expansions are not available for the Xbox version of the game.

Dynasty Warriors 4 is set in Ancient China during the time of the Three Kingdoms era. The game begins at the fall of the Han Dynasty, shortly before the death of Emperor Ling when the Yellow Turban Rebellion led by Zhang Jiao begun an uprising against the Empire. A number of elements in the game build on aspects of Chinese Mythology and there is a mix between fact and fiction as the game is built on the story of Romance of the Three Kingdoms.

Many of the locations, characters, and events in Dynasty Warriors 4 are reported to have happened in Chinese history although many have been exaggerated to make the game more appealing to the player. There are also some features that are historically inaccurate. The game features environments resembling that of ancient China and various items from the era. Common items throughout the game include Fairy Wine and Dim Sum's.

Dynasty Warriors 4 expands on its predecessors by adding new characters, new modes of play and a completely new 'Edit Mode.' Instead of having strict routines to follow during battle, officers, to some extent, will have a greater reaction to the events taking place on the battlefield in the game and may react to things more often.

The aim of most of the stages in Dynasty Warriors 4 is to defeat the enemy commander. The player must make their way through the stage, defeating enemy officers and troops while trying to keep their own commander alive. Some stages have secondary objectives for the player to complete to make the stage easier, unlock new features, or help in later stages. Each playable character has their own unique weapon and individual superhuman abilities. The scope of each stage allows for each side to have thousands of soldiers in the battlefield. The game uses a fairly simple combination system so that players can chain attacks together; the highest possible attack combo being 10. And new character designs and attack moves are also updated in this hit game, leaving more damage and raising the characters skill up more easily.

Playable starting officers include Liu Bei, Zhang Fei, and Guan Yu for the Shu Kingdom; Xiahou Dun, Xiahou Yuan, and Cao Cao for the Wei Kingdom; and Sun Shang

Dun, Xiahou Yuan, and Cao Cao for the Wei Kingdom; and Sun Shang Xiang, Huang Gai, and Sun Jian for the Wu Kingdom. It is possible to unlock new characters from other kingdoms as well as use a player created character in any of the campaigns. The new 'Edit Mode' allows players to create an officer from sets of different features, motions, and weapons to use in 'Kaiba Mode.' The characters stance and motion are affected by their gender and the weapon the player has selected them to carry and use. The motions for the weapons are taken from pre-existing officers as well as from two characters removed from Dynasty Warriors 4 that were in Dynasty Warriors 3: Fu Xi and Nu Wa. Some characters are unlocked by fulfilling optional side-goals; most are unlocked by completing certain battles during gameplay. The maximum number of playable characters is 42, 46 with created characters.

Each playable character in the game has the ability to equip items. Weapons in the game, unlike its predecessors, are gained in levels. Some items are only found in certain stages, but is only obtainable if completing a goal. Sometimes the goal may be very simple, but some may be not that easy to figure out how to obtain the certain item. By defeating generals and lieutenants, the player's character is awarded experience scaled by the difficulty of each officer, and the amount of them defeated. This experience is allocated at the end of the level and allows the player to increase their attributes or obtain new forms. Each playable officer has 9 levels to achieve with their standard weapon, while a 10th level is accessible through special in-game requirements, and on the "Hard" difficulty, which is found to be frustrating like most games, the harder the difficulty the more eager the gain. Items can have a number of effects on the player such as increasing attack power, defense, and movement speed. Players can also retrieve their health level to avoid getting killed and having "Game Over" by obtaining "Chinese Meatbuns" that at first, look like onions like in any other game in the so far successful Dynasty Warriors franchise. Players can also obtain item boost that increase a certain skill by 2 for limited time only.

'Musou Mode,' the main campaign mode, has separate campaigns for each kingdom rather than a separate 'Musou Mode' for each character, as was featured in Dynasty Warriors 3, which made it more frustrating for the player to unlock their favorite characters. So, Dynasty Warriors 4 Mosou Modes are easier for the player to unlock their favorite characters. While the storyline is still linear, 'Musou Mode' is rather open-ended in the sense that depending on the user's actions, different events will occur, such as unlocking new characters for use or new kingdoms. The unlockable kingdoms in the game include the Wu, Shu, and Wei Kingdoms, and unlockable characters include warlords who were defeated in the book that the game series is based on, Romance of the Three Kingdoms.

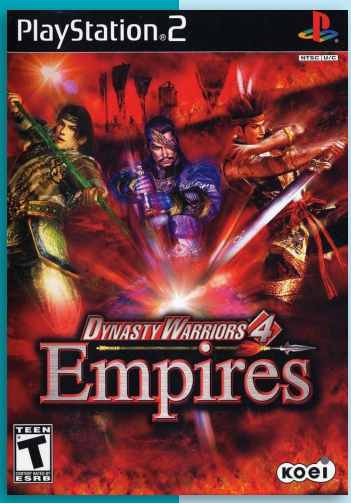
Before its main release, Dynasty Warriors 4 was already looking promising after GameSpot UK's preview two months before the game was released. Although still very similar to previous titles in the series, the graphics engine had been tweaked and the gameplay been expanded, featuring more characters and stages.

After its release, it had high sales rates in Japan, selling over one million copies a short time after release. Its release in the US did not create as much hype as in Japan.

Pang Tong
Illustration：黒田清桐

Dynasty Warriors 4: Empires

7.1



Developer	Omega Force
Publisher	Koei, (eu) Koei Tecmo Games
Release date	(jp) March 18, 2004
Genre	Beat-'em-up
Mode	1-2 Players

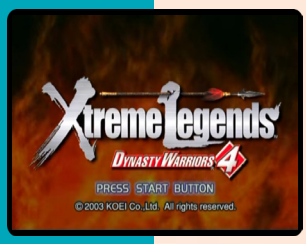
Dynasty Warriors 4: Empires, Shin Sangokumusou 3 Empires) in Japan, is the second expansion of Dynasty Warriors 4, released exclusively for the PlayStation 2. The game adds a new strategy mode called 'Empire Mode' which is based on the Romance of the Three Kingdoms series. However, the gameplay during attacking or defending against opposing forces is exactly the same as the original Dynasty Warriors 4. The main goal in Empire Mode is to conquer the land in order to beat the game, by invading and conquering all areas and territories of China. In addition, the Japanese voices were added into the PS2 version of Dynasty Warriors 4 Empires for the American version.

In 'Empire Mode,' the player can choose a ruler for their forces, along with two main generals. In battle, the capture of enemy officers is possible by lowering their morale and defeating them.

J N P

Dynasty Warriors 4: Xtreme Legends

7.2



J N P

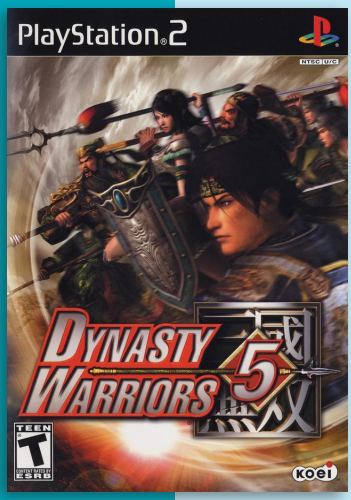
Developer	Omega Force
Publisher	Koei
Release date	(jp) September 25, 2003
Genre	Beat-'em-up
Mode	1-2 Players

Dynasty Warriors 4: Xtreme Legends, Shin Sangokumusou 3 Moushouden in Japan, is a PlayStation 2 Dynasty Warriors 4 expansion. DW4XL, as it is sometimes abbreviated, has slightly improved weather effects and character reflections within the overall graphics. The original DW4 game disc is needed if the player wishes to play external modes such as 'Musou Mode.'

The expansion adds new difficulty levels ('Beginner' and 'Expert') and new modes of play ('Arena Challenge' and 'Legend' modes). In 'Arena Challenge Mode,' the player can engage one-on-one duels against various opponents, where they'll be rewarded if they win. The new 'Legend Mode' elaborates on the individual prowess of each individual warrior within Dynasty Warriors.

Dynasty Warriors 5

6.9



J N P

Developer	Omega Force
Publisher	Koei, (eu, jp) Koei Tecmo Games
Release date	(jp) February 24, 2005
Genre	Beat-'em-up
Mode	1-2 Players

Dynasty Warriors 5, Shin Sangokumusou 4 in Japan, is set in China and the fifth installment in the Dynasty Warriors series. The game was released on the PlayStation 2 and Xbox.

The gameplay of Dynasty Warriors 5 is based on previous "Dynasty Warriors" games. It is a hack-and-slash beat-'em-up 3-D action game.

The game features multiple modes. Musou Mode presents a number of chronologically consecutive battle stages revolving around one chosen character, augmented by animation and character-voiced storytelling that provides context for battles and actions. Free Mode allows a player to play default levels and those that have been completed in Musou Mode one at a time. Both Musou Mode and Free Mode allow for two-player cooperative gameplay. Challenge Mode introduces a number of specialized stages with specific challenges, including time trials. In extreme mode players can buy several items. The Encyclopedia feature gives a description of each officer in Dynasty Warriors 5, including every non-player character. The Options feature stores viewed pre-rendered videos and offers gameplay and presentation options to the player.

The stronghold feature from Dynasty Warriors 4: Empires is also included in Dynasty Warriors 5. This aspect of gameplay introduces bases to the battlefield. Friendly bases may need protection, while defeating enemy bases earns bonuses to attack or defense or a musou and health-restoring item. Neutral bases can also be captured as strategic points.

Dynasty Warriors 5 received "average" reviews according to Metacritic.

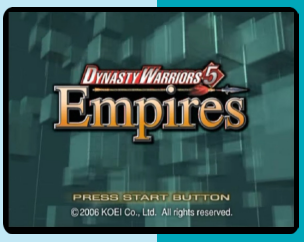
Koei also published a series of trading card game based on Dynasty Warriors 5 in 2005-7-29. The cards are illustrated by Hiroyuki Suwahara.

Available starter box including Wei set, Wu set, Shu set.

There are total 266 cards in the game, including 36 commander, 160 general, 35 strategy, 15 trap, 20 item. Booster pack include 10 cards from the set of 266.

Dynasty Warriors 5 Empires

6.2



J N P

Developer Omega Force
Publisher Koei
Release date (jp) March 23, 2006
Genre Beat-'em-up
Mode 1-2 Players

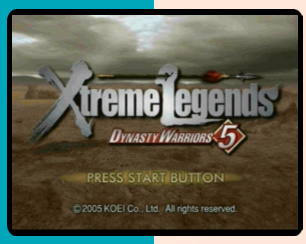
Dynasty Warriors 5: Empires is the second Dynasty Warriors Empires expansion. It was released for both the PlayStation 2 and Xbox 360.

This game is focused upon strategy game play. In Empire Mode, which features five new stages not in Dynasty Warriors 5, the player initially enacts various policies within a chosen state by consulting with the state's officers and delegating responsibilities to others.

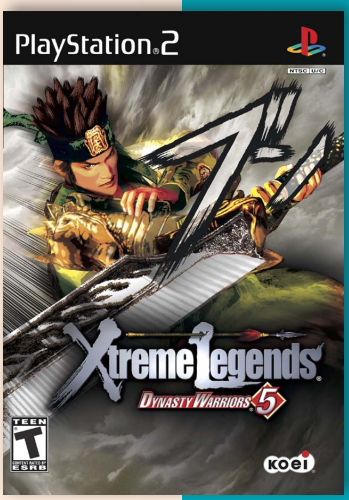
Other than Empire Mode, new items and weapons are introduced. Another new feature is the ability of being able to order non player officers to group, attack, or defend certain areas of the battlefield and choose which specific officer players wish to carry out these feats. The expansion is the only expansion where players can play as "minor" officers, that did not originally have their own storyline in any of the previous games.

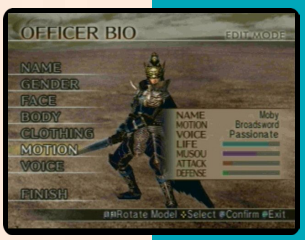
Dynasty Warriors 5: Xtreme Legends

5.7



J N P





Developer Omega Force
Publisher Koei
Release date (jp) September 15, 2005
Genre Beat-'em-up
Mode 1-2 Players

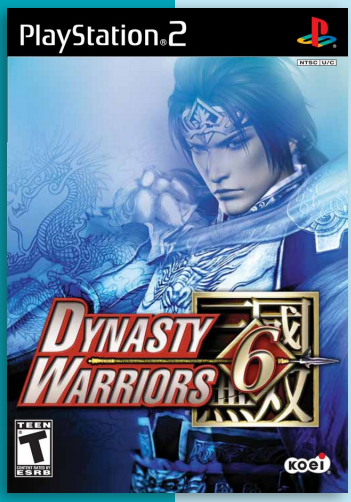
Dynasty Warriors 5: Xtreme Legends is a minor expansion to Dynasty Warriors 5.

New game modes included Destiny Mode, Xtreme Mode, and Legend Mode.

Xtreme Mode is a parallel to Shura Mode in Dynasty Warriors 5 Special, in which the objective of the game is for the human-controlled character to survive as long as possible while collecting gold dropped by enemies to regain health and increase stats temporarily.

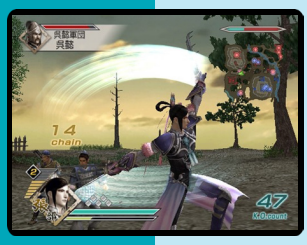
In Destiny Mode, the player create a personalized character and asked to join the Kingdom of Shu, Wei and Wu. While in this mode, players will be playing as a character with very few attacks and will be "protected" by a chosen officer near the character.

4.3



Dynasty Warriors 6

Developer	Omega Force
Publisher	Koei
Release date	(us) November 18, 2008
Genre	Beat-'em-up
Mode	1-2 Players



Dynasty Warriors 6, Shin Sangoku Musōu 5, is the sixth official installment in the Dynasty Warriors series. The game was originally released on the PlayStation 3 and Xbox 360.

This installment varies greatly from past games in the series. One of the game's key additions is the Renbu system, a new way for characters to build up their attack combos. In previous installments in the series, combos were affected by the quality of weapon the character was wielding, with more powerful weapons allowing characters longer, more elaborate and often more powerful consecutive attacks. The Renbu system replaces this system with a gauge that gradually fills as players perform attacks. Performing attacks and dealing damage to the enemy fills the Renbu gauge, eventually earning a new rank/level, while taking damage and not attacking for a time drops the gauge; if players take a lot of damage or go for a long time without inflicting damage then the gauge may even drop back down to the previous level. However even at Renbu Rank 1 characters will be able to perform non-ending combos on the enemy. Without unlocking Renbu Ranks 3 and Infinite from the skill tree though, players can only progress to Renbu Rank 2 (with the exception of the temporary Rank Infinity acquired temporarily by collecting a certain item on the battlefield).

Another major addition is the skill tree, from which characters can earn higher Renbu Ranks, special abilities and improve their attributes. As the progression of the skill tree moves from left to right, those on the right side of the tree are harder to unlock than those on the left. Typically the one which unlocks Infinite Renbu is on the farthest right.

Unique movesets for each character have been largely reduced. Only characters who have Musou Mode receive original movesets (with the exception of Diao Chan); the rest of the characters playable only in Free Mode have cloned movesets based on the Musou Mode characters with altered properties (with the exception of Xiao Qiao, who retains her fan moveset). Due to the addition of Renbu system, the traditional "fourth weapon" from previous games have been removed with the three normal weapons no longer being quality-based. Each weapons obtained have random stats and effects implemented and the "weight system" from previous game have been replaced by weapon categories; Standard (default type), Strength (greater attack power at the cost of Renbu Gauge being kept for a smaller amount of time), and Skill (greater attack speed with low attack power). In addition to the new weapon system, it is now possible to block from any direction, for example, if a character is attacked from behind while blocking, they will rotate their body with their weapon in front of them to guard against the enemy's attack. This eliminates the need to quickly stop blocking, change direction, and press the guard button again.

Unlike previous games, horses can be found by obtaining saddles randomly dropped from boxes or beaten officers. These horses can gain levels, skills, and some can even change into the legendary Red Hare, although this is very rare.

Bases are now bigger and where, before, in order to open the outer gate to a base, the player had to defeat a defense captain, now they must simply break it down with attacks.

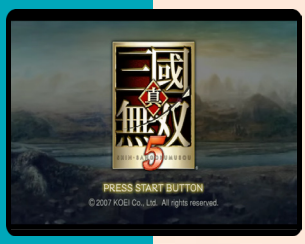
Two new 'innovations' to the series are the abilities to swim and climb ladders. The ladder means that the player can now climb onto castle battlements in scenarios such as the Battle of Hu Lao Gate, and dispose of enemy ballistas and the new 'guard' unit. The first ties in with the improvements to enemy AI, allowing them to travel across rivers and other bodies of water in order to attack you or allied bases. Swimming is now a part of scenarios such as the Battle of Fan Castle.

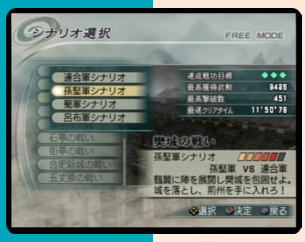
The game features a total of 41 playable characters, a step-down from previous installment in the series, which featured 48 playable characters. The seven removed characters are Da Qiao, Jiang Wei, Meng Huo, Pang De, Xing Cai, Zhu Rong, and Zuo Ci. Other than brief mentions in cutscenes and character biographies in-game, they otherwise do not make appearance in the game at all. Unlike previous games which featured Musou Modes for all characters, only seventeen of the playable characters received stories, while the others are playable only in Free Mode and Challenge Mode.

The Xbox 360 and PlayStation 3 versions of the game received "mixed" reviews and the PlayStation 2 version received "unfavorable" reviews, according to Metacritic.

Shin Sangoku Musou 5 Special

7.5





J N P

Developer	Omega Force
Publisher	Koei
Release date	(jp) October 2, 2008
Genre	Beat-'em-up
Mode	1-2 Players

Shin Sangoku Musou 5 Special is the Japanese version of Dynasty Warrior 6. In this game, Musou modes for Ma Chao, Yue Ying, Cao Pi, Zhang He, Taishi Ci, and Ling Tong were added, and those six characters received new weapons and movesets (rather than being clones). There are also five new stages introduced in this game. The swimming and dueling abilities were removed, however. The graphics are also significantly reduced and the game suffers from heavy slowdown, most likely due to the memory capabilities.

This version of the game was also released to the PlayStation Portable on September 17, 2009. Likely to coincide with the inclusion of Meng Huo in the Empires expansion, he was additionally added as a Free Mode character in this game.

Dynasty Warriors: Gundam 2

5.2

Limited Edition

J N

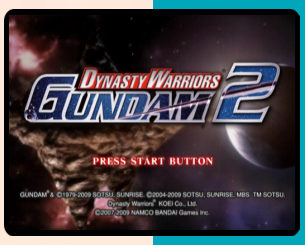
Developer	Omega Force
Publisher	Namco Bandai Games
Release date	(jp) December 18, 2008
Genre	Beat-'em-up
Mode	1-2 Players

Dynasty Warriors: Gundam 2, originally released in Japan as Gundam Musou 2, is a tactical action video game based on the Gundam anime series, and the sequel to 2007's Dynasty Warriors: Gundam.

The game follows in the style of previous Dynasty Warriors and Samurai Warriors games as an action-oriented hack and slash with some tactical elements. The greatest difference between Koei's Gundam titles and Koei's Dynasty Warriors series is the core content: rather than using characters and story from the novel Romance of the Three Kingdoms, the games draw their material from across the various Mobile Suit Gundam anime series.

However, all of Koei's Gundam titles also have unique gameplay mechanics that help set them apart from Koei's core Dynasty Warriors series. For example: players are given more ranged combat options than in other Dynasty Warriors games, although melee combat is still the focus of the game. Units in Dynasty Warriors: Gundam are much more mobile, using their thrusters to dash, jump in mid-air, and (for some) even fly.

One of many additions to Dynasty Warriors: Gundam 2 are Quick Time Events. Colossal mobile armors have also been added to the game and serve as some of the game's bosses. In addition, improvements have been made to enemy AI. Also, the ability to perform aerial maneuvers and attacks simultaneously is added. Intermission and briefing scenes now feature complete 2D illustrations with various outfits for the game's characters. Official Mode, which chronicles the events depicted in the Universal Century calendar of the Mobile Suit Gundam franchise, expands to include the story in Mobile Suit Gundam: Char's Counterattack. Mobile suits making an appearance in the previous game, but were non-playable (such as the Guncannon and Hambrabi), are included in the playable roster for Dynasty Warriors: Gundam 2, along with an enhanced Versus Mode for North American and PAL regions only. The game also feature an option for Japanese Audio on the North American version.



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